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PLAY

The UK's Best Unofficial PLAYSTA

TOMB RAIDER IV

EXCLUSIVE!

SHE'S BACK AGAIN! WE DISCOVER THE TRUTH ABOUT LARA'S LATEST & GREATEST ADVENTURES FROM CORE!

DIE HARD TRILOGY 2

FIRST LOOK

CAN THE SAME STUFF HAPPEN TO THE SAME GUY TWICE?

STAR WARS EPISODE 1

FREE 200+ PAGE TIPS BOOK

SPECIAL 50th issue

RESIDENT EVIL 3 RE3

OVER 600 REVIEWS

DINO CRISIS GRAN TURISMO 2

Get reacquainted with an all-new GEX.

And his Miss Adventures.



GEX

DEEP COVER GECKO









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EIDOS INTERACTIVE

LAST MONTH IN PLAY

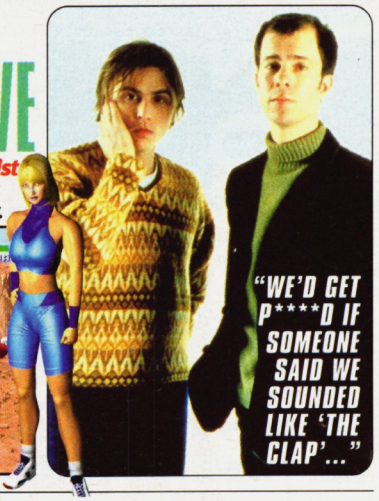
The UK's Best Unofficial PLAYSTATION Magazine!



THEY WERE... BEN FOLDS FIVE

*And they played **Kensei: Sacred Fist** like there was no tomorrow and swore like troopers. It's not clever.*





"WE'D GET P****D IF SOMEONE SAID WE SOUNDED LIKE 'THE CLAP'..."

IMPOSSIBLE: MISSION

We previewed the latest hot license from Infogrames that doesn't star Tom Cruise...

"SPANS ALMOST EVERY GENRE."

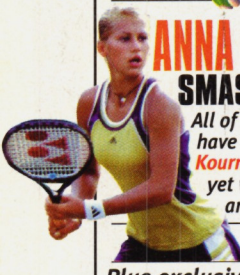




CROC 2

*It may not have been a revolution, but **Croc 2's** refinement and sheer zest convinced us that the kiddies would get a lot of entertainment from this...*

"UP THERE WITH THE BIG BOYS..." **84%**



ANNA KOURNIKOVA'S SMASH COURT TENNIS

*All of Namco's tennis games have been great fun, but **Anna Kournikova's** update is the best yet with superb playability and fab secrets.* (See page 80)

"IT'S BRILLIANT!" **93%**



Plus exclusive reviews and news of all the latest games including...

STAR WARS WIP3OUT GTAL







THIS MONTH

IT'S OUR 50th ISSUE OF PLAY SPECIAL

DINO CRISIS

TURN TO PAGE 22

NEW SHOTS



RESIDENT EVIL: NEMESIS



TURN TO PAGE 24

FIRST LOOK

DRIVER

FULL REVIEW

CLASSIC



TURN TO PAGE 54

contents

ELECTRONIC ENTERTAINMENT EXPO 3

SPECIAL PREVIEW

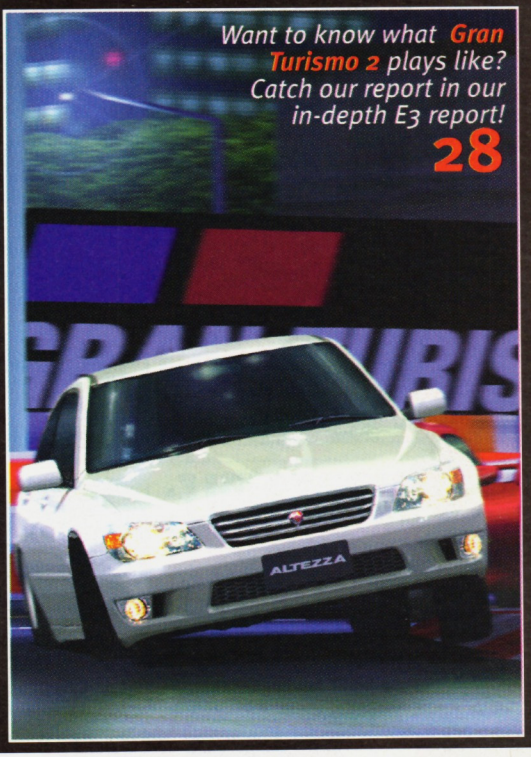
The biggest game show on the planet opened its doors and we were there to see all! 20

DINO CRISIS



*Crowned by PLAY as the game of E3, **Dino Crisis** gets more exposure as we present new screens and information on how this monster plays!* 22

GRAN TURISMO 2



*Want to know what **Gran Turismo 2** plays like? Catch our report in our in-depth E3 report!* 28

RESIDENT EVIL nemesis



*From out of nowhere comes this third **Resident Evil** game. You play as Jill Valentine in a the events before and after the last game. Sound confusing? We bring you the full low-down from the E3 show, complete with all the latest pictures!* 24

FINAL FANTASY VIII

*It's one of the biggest adventure games ever made, and now it's in English! Catch our superb **Final Fantasy VIII** report now on page It's a winner!* 29





V-RALLY 2

*Nearly complete and playing like a dream, **V-Rally 2**, tried at last! Turn to page* 91



MISSION: Impossible



He's taking his time, but this super secret agent has almost finished his debriefing. Check out our latest secret report on page 92



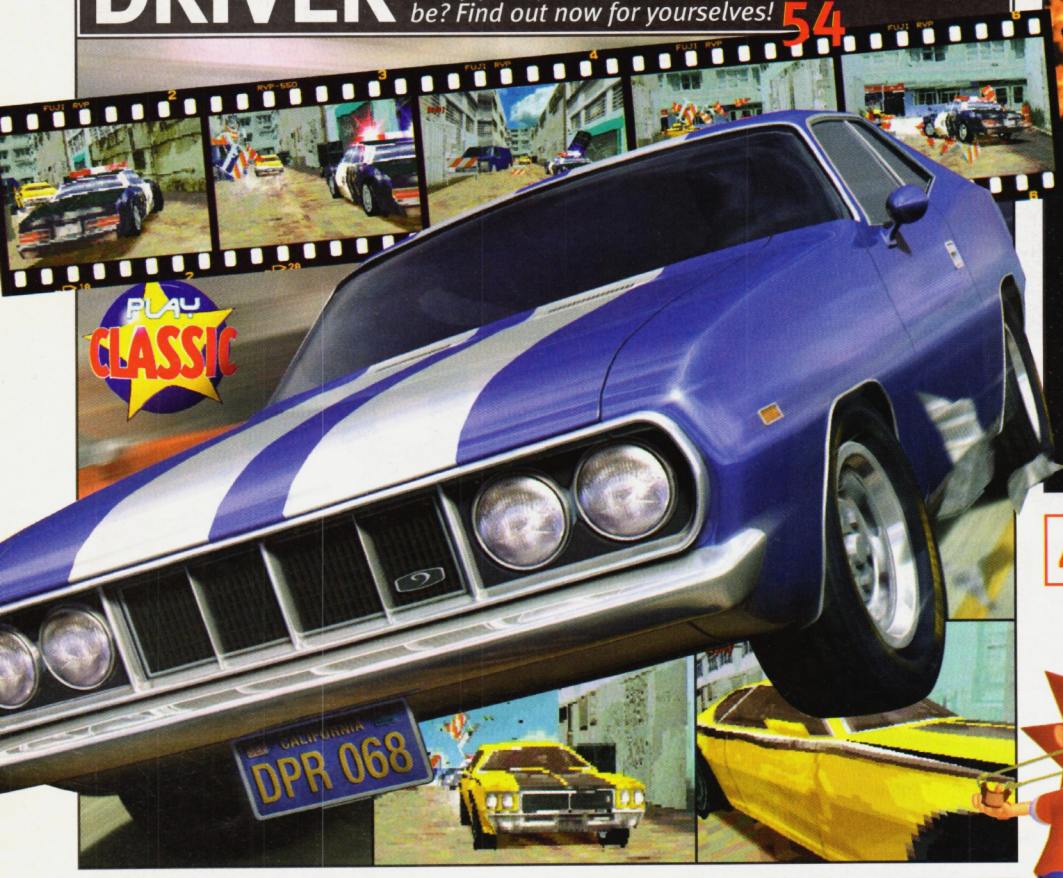
DINO CRISIS	22
TRICKY SLIDERS	23
RESIDENT EVIL: NEMESIS	24
MISADVENTURES OF TRON BONNE	24
GRAN TURSIMO 2	28
DESTRAGA	28
DRAGON VALOUR	28
CRASH TEAM RACING	28
FINAL FANTASY VIII	29
APE ESCAPE	29
SPYRO 2	29
SPEED FREAKS	29
ALIEN RESURRECTION	30
NHL 2	30
DIE HARD TRILOGY 2	30
PLANET OF THE APES	30
MGS: VR MISSIONS	32
ISS 2000	32
KONAMI RALLY	32
MK SPECIAL FORCES ATTACK	32
OF THE SAUCERMAN	32
FORMULA ONE '99	32
SPIDERMAN	32
QUAKE II	32
DESTRUCTION DERBY 2	33
WIP3OUT	33
SOUL OF THE SAMURAI	33
SPACE INVADERS	33
SUIKODEN II	33
VANDAL HEARTS II	33
GAUNTLET LEGENDS	33
READY 2 RUMBLE	34
COLONY WARS 2	34
THE X-FILES	34
G-POLICE 2	34
STAR IXIOM	34
TRICKS 'N TREASURES	35
LEGGIT	35
VIGILANTE: SECOND OFFENSE	35
WU TANG	35
TENCHU II	35
TOY STORY 2	35
X-MEN	35

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EMAIL: PLAY@PARAGON.CO.UK HOME PAGE: http://www.paragon.co.uk/play/

inside play contents

DRIVER

After lengthy delays, the game is now finished and ready for a full review. Is Driver all it's cracked up to be? Find out now for yourselves! 54



OMEGA BOOST



From the Gran Turismo team comes a classic styled space shooter... will it set equally high standards? Turn to page 60

48 REVIEWS



LEGACY OF KAIN: SOUL REAVER 48
Blood-sucking review, and about time!
BOMBERMAN 52
He's back, but does anybody care?
DRIVER 54
Is it that good? Find out now!
APE ESCAPE 58
There's monkey business afoot!
OMEGA BOOST 60
The full sharp-shooting import review!
EVIL ZONE 62
Another beat-'em-up flexes its muscles!
GUARDIAN'S CRUSADE 64
Do we need another faceless RPG?

SOUL REAVER

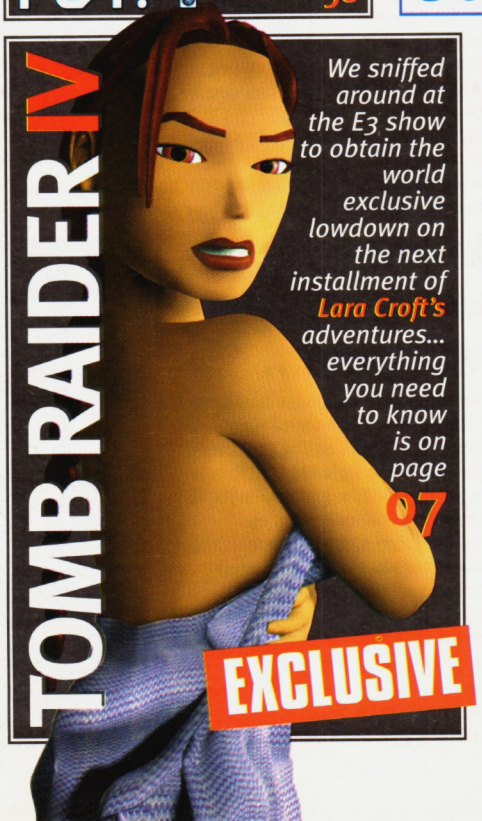


The legacy continues as this blood-soaked vampire-slayer of a game swoops down for a full review! 48

IT'S OUR 50th PLAY

A behind-the-scenes run-down of the history of your favourite PlayStation magazine so far, and the hardship we've been through! 38

TOMB RAIDER IV



We sniffed around at the E3 show to obtain the world exclusive lowdown on the next installment of Lara Croft's adventures... everything you need to know is on page 07

EXCLUSIVE

86 WIRED UPS

FIGHTING FORCE 2 86
Can Core hit harder this time round?
GEKIDO 86
Scrolling beat-'em-up with a comic-feel.
STAR WARS EPISODE 1 THE PHANTOM MENACE 87
Hopes are high for this movie tie-in!
EAGLE ONE 88
3-D plane blasting of the highest order!
JURASSIC PARK: WARPATH 89
A beat-'em-up, with dinosaurs!
40 WINKS 89
Nod-off with GT's new platformer.
TOMORROW NEVER DIES 90
EA's Bond game is looking tasty!
TARZAN 90
The King of the jungle swings us a yarn!
V-RALLY 2 91
The last play before the review...
MISSION: IMPOSSIBLE 92
New screens and facts unfold.
SHAOLIN 93
Multiplayer fighting comes to a head.
KINGSLEY 93
A foxy character makes his debut.

WIRED NEWS 006
Featuring all the gossip from E3
COMPO GT Interactive 018
Win a camcorder and copies of Driver
FEATURE 50 Issues... 038
Do you remember? The history so far!
INTERVIEW Reef 044
The rocksters talk and play games...
SUBSCRIPTIONS 066
Special deals to keep you sweet
STATION MASTER 072
Cheats, tips and play guides
ARENA 094
Your letters thoughtfully discussed
PLAYLIST 102
Every PlayStation game reviewed

PLAYSTATION wired

EDITOR'S WORD



VICTORY!

I don't know how, but we've made it to issue 50, and are the first PlayStation-only magazine to do so. This issue is a celebratory look back over past glory and a chance to reflect on the life and loves of the console so far. And what better way to mark our 50th birthday than with the lovely Lara Croft gracing the cover? That's right, she's back in *Tomb Raider IV*, which was announced officially by Core at the recent E3 show in Los Angeles. Of course, the game girl icon wasn't the only attendee, oh no, there were hundreds of new games on show including *Dino Crisis*, *Resident Evil 3: Nemesis*, *Star Wars Episode One*, *Die Hard Trilogy 2*, *Gran Turismo 2*, *Spyro 2* and *Crash Team Racing* – and you can read-up on all of these great games and more in our special in-depth E3 feature starting on page 20.



RYAN BUTT EDITOR

LA STORY



PLAY ATTENDS THE GREATEST SHOW ON EARTH

After an exhausting 11-hour flight, a night to reclimatise, and a dodgy burger, the doors finally opened on the biggest computer trade show of the year, the awesome E3 spectacle in LA. Held at the massive LA Convention Centre on May 13-15, the event boasted a record attendance and hundreds of hot new PlayStation products that you'll be playing over the next year. However, surprises were few and far between because once again, it was mainly sequel-orientated. On the floor, Sony once again dominated with a vast, sprawling stand that housed about 60 new games, the best being **GT2**, **Crash Team Racing** and **Final Fantasy VIII**, but more so than last year, Nintendo and Sega were muscling on the trade. Nintendo's stand was dominated by a huge floating podracer from the **Star Wars: Episode One** film to tie-in with the game, but after playing it and completing it after a mere 25 minutes, our interest was soon lost. The other big Nintendo game was **Perfect Dark**, the sequel to *Goldeneye*. Although it looked good with the Game Boy camera being utilised to capture the player's face and map it onto in-game characters, it was essentially just a futuristic *Goldneye*, without the thrill of firing real guns. Sega on the other hand boasted some of the best games of the show, from an observer's perspective, the best being **Crazy Taxi**, **Shen Meu** and **Powerstone**. These far out-classed the previous Dreamcast dross of *Virtua Fighter 3tb* and *Sonic Adventure*.

Back to PlayStation though and the best game at the show was undeniably **Dino Crisis**, from a high profile point of view, but on a more personal note it was surprisingly the football management game from Codemasters, which we played and liked. A lot. We were also granted a behind the scenes look at **This Is Football** – Sony's ultra secret arcade-style football game. Although it only video footage, it looks a great deal like Sega's *Virtua Striker 2* and features amazing ball physics. We also got to exchange words with the master – namely Kazunori Yamauchi (the man behind *GT*!), and you'll be able to read what he's got to say in the next issue of PLAY. Catch the full E3 report on page 20.

RELATED INFO

The most amazing find during our stay in America wasn't at the show. In fact it wasn't even game related. No, the best thing we saw were The Psychic Cats of Santa Monica! These two moggies came out after dark dressed in gypsy robes and promised to tell the fortune of anyone kind enough to cross their crusty owner's palm with silver. We made our excuses and left. Without looking back.



A record number of people attended the show, which made it hard to get around!

"On the floor, Sony once again dominated..."



Even from the outside, Sony was dominating the show! This is the LA Convention Centre where this year's E3 show took place. There were three very large halls filled with games and accessories.



IT'S A FACT! Acclaim's *Shadowman* game has spawned a series of spin-off divisions, even though it isn't even out yet. For starters the comic book will be resurrected, and there are even plans for a tie-in movie.



IT'S A FACT! **In a change to all the endless snowboarding games out there comes a snowmobile racing game called *Sled Storm*. EA will be publishing it in the states, and it looks like a winner.**

TEKKEN PICS





MORE NEWS TURN TO PAGE 11 NOW FOR ALL THE INFO>>

EPISODE ONE?

Let's do the timewarp back to Tomb Raider IV!

As expected beforehand, Core Design took the opportunity at the E3 show to officially announce the intended release of *Tomb Raider IV* later this year, but announcing it is all it did! The game wasn't actually on display anywhere, and no actual details were mentioned, only that the game is in development. Well, that wouldn't have been much of a story would it? So thankfully we dug a bit deeper and have managed to successfully trawl for some more information.

Firstly, the company's reason for not showing the game at the show was as a result of the negative press that the third one received when a very early version of *Tomb Raider III* was showcased at the same event a year ago. The result was the non-show of the game, with Core expressing its intentions of developing it behind sealed doors and only demonstrating it when it has reached a satisfactory and stable stage in the coding. A brave stance indeed when the world's media is assembling on the Eidos stand like a pack of rabid dogs baying for blood.

RELATED INFO

The producer of The *FA Premier STARS*, Danny Isaac had this to say: "Our commitment to providing the best footballing software in the world is growing ever stronger with the development of *The FA Premier STARS*. The game will combine the high excitement of the Premier League with a brand new gaming concept to break the mould set by a more traditional football game."

We can reveal exclusively here though, that the fourth *Tomb Raider* game will be a *Star Wars: Episode One* style prequel, the events in which will be taking place before the first *Tomb Raider* game, and featuring a younger Lara Croft. Also, *Tomb Raider IV* will utilise the same data-streaming system as *Legacy Of Kain: Soul Reaver*, whereby the levels are constantly being loaded off of the CD, eradicating loadng times and keeping the action flowing more freely. We mentioned that the game wasn't on show, but it was shown in a top-secret closed door presentation to the Americans, and one source was said to be, "Very impressed," with the look of it. Which is a good sign to suggest that Core has essentially gone back to the drawing board and produced a game that is radically better than the last. We still don't know where the action will take place, and indeed what Lara is out to achieve in her latest adventure, but it is believed that there will be new vehicles to drive and a lot more weaponry at her disposal, although we can't confirm this until Core decides to spill the beans.

"The fourth game will be a Star Wars style prequel featuring a young Lara..."

Also, still on the Lara Croft and *Tomb Raider IV* trail, we've been digging around and found a few other rumours that may, or may not ring true when the game finally emerges. For starters, apparently Core has been toying with the idea of introducing Lara's evil long lost sister. This would tie-in nicely with the game *Tomb Raider: Dark Revelation*, which is available to pre-order from Chips & Bits' online software catalogue and is apparently available to buy in September of this year! Are they true or are they false? We'll soon know, and we'll tell you first.



HEADLINES

FIFA 2000 08
EA has announced the next game in the long-running football series, find out the details now!

HUGGY BEAR 08
Guess who GT Interactive has roped-in to promote *Driver*? That's right, it's Huggy Bear!

THEME PARK 09
Let the good times roll as EA gives us the low-down on Theme Park World!

TEKKEN TAG 12
Check out the latest screenshots of Namco's new game, *Tekken Tag Tournament*.

SOUTH PARK 12
It's finally coming to PlayStation! Read all about it and find out the facts!

PERSIA 3-D 14
The fresh prince that pioneered a genre is coming to PlayStation, and we've got the scoop!

ODD GAMES 16
Read all about the new Oddworld games to grace the next generation PlayStation.

NOZIN' AROUND

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

NIGHTMARE CREATURES ARE BACK!

Nightmare Creatures 2 is underway, we all know that, but this time around there are rumours that you play either a Secret Agent, Exorcist or Satan Worshipper as you track the reincarnated Alex Crowley though 20th Century New York.

BOBBA IN GENDER SHOCKER

Rumours are already circulating about the *Star Wars Episode II* games. Apparently great emphasis is being placed around the character of Boba Fett... who turns out to be a woman. That's like finding out Darth Vader was Luke's dad!

SOUL REAVER REVENGE



This is mighty sketchy but already there is talk that *Soul Reaver 2* is on the cards. We have one source who hints that the new found success of Raziel could turn him into Eidos' new franchise. We don't mind that one little bit. Mind you...

EIDOS GETS THIRD EVIL



Eidos has also recently acquired the rights to release the third *Resident Evil* game over here in Europe. *Resident Evil 3: Nemesis* is still being developed by Capcom in Japan, but it'll be out over here by the end of the year.

MORE KONAMI CLASSICS

Konami is secretly developing a classic games collection for the PlayStation called *Konami Classico*. It will feature games such as the original *Castelvania*, *Contra*, *Twin Bee* and *Gradius*.

SPIELBERG GETS "BLOWN"

The PSX2 has been shown to Steven Spielberg and his kids after the director showed an interest in developing something for it. Apparently Mr Speilberg was, "Completely blown away."

AND FINALLY...

Pandemonium 3 has secretly been in production since February 25th. The world is no richer.

Cat Mucampoon's

entertainment USA

Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent.

MP3 ENHANCED ANNOUNCED

A PlayStation MP3 player has recently been announced, but as I write details are still sketchy to say the least. Called the *MP3 Enhancer*, it's basically an add-on, which allegedly connects onto the expansion port and allows CD's with MP3 tracks already built in to be played while you play.





A NEXT-GEN SPYHUNTER!

Spy Hunter is coming to either PlayStation or PlayStation 2 next year, but this time it'll be sporting a next-gen make-over. Paradigm Entertainment, better known for bringing *Pilot Wings* to the N64 hasn't actually developed anything for PlayStation yet, so my guess is it'll be for the newer machine.

CARE FOR ANOTHER TEST DRIVE, SIR?

As if we couldn't get any further down the road with the *Test Drive* license, *Test Drive 6* is heading our way in the fall. The game promises to deliver a completely new engine than the previous *Test Drive* games, plus an opportunity to go crazy in the city. Will it be a *GT2* beater though?





PAC-MAN'S 20TH ANNIVERSARY

To mark the 20th anniversary of Pac-Man, Namco has announced plans to release a special 3-D platform game marking the occasion. *Pac-Man World 20th Anniversary* used to be called *Pac-Man 3-D*, but now it was been tweaked a bit, given a new name and scheduled for a US release this fall. We can't wait.

OTHER NEWS *It seems that everyone is getting on the back of video games over here, blaming them for high school shootings and generally anything that's wrong in society. In fact, Bill Clinton even got in on the act, and it's most unlike him to pass the buck! Is it only the gamers themselves that realise that this is a harmless and enjoyable pass-time?*

FIFA 2000

EA'S NEW PREMIERSHIP FOOTIE GAME!

Cometh the millennium, cometh the next FIFA game. Only now we sit up and take notice, because *FIFA '99* was a bloody excellent game. Only Konami's divine *ISS Pro '98* stands on a pedestal above it in terms of overall appeal, and considering the avalanche of PlayStation software set to blanket every genre over the coming months, *FIFA 2000* remains the one generating the most interest. The latest evolution of the award-winning series boasts an unparalleled ensemble of national teams, domestic leagues and competitions from around the globe, the signs are already looking promising. What we really crave is the reassurance that control, feel and smoothness are being lavished with as much care as the front end, because it still lacked perfect fluidity. The powers that be in the pristine ivory towers at EA certainly talk the good talk by insisting that *FIFA 2000* (due for a November '99 release) will, indeed "Provide lasting depth and a redesigned season mode."

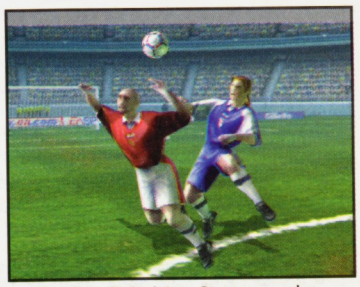
When we spoke to the lead programmer at E3, he went into more detail about the fact that the seasons will now run-over to the next year. This basically means that any new players you buy will be with your squad for the duration, and won't disappear when it resets. Nice.

RELATED INFO

When news filtered through to LA that his beloved Blackburn Rovers had been relagated to the first division, Ryan begged the producer of *FA Premier Stars* (also by EA) to leave the team in the game as a cheat or suchlike. When the inevitable happened, poor Ryan forgot that his team wouldn't be in any of the new football games, and after much poking in the ribs, the kind man agreed!



As always, a new FIFA game is always preceeded by some FMV screenshots. Here we go then.



Before joining United, Jaap Stam scrapped a living in Holland as a polo horse...

I'M TOO HUMAN FOR THIS GAME

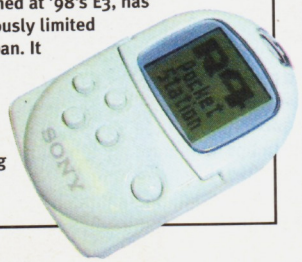
CYBORG ARMAGEDDON FROM SILICON KNIGHTS

Silicon Knights (they brought us the bloodthirsty *Legacy Of Kain* two years ago), recently showed off a rather excellent looking action role-playing game called *Too Human*. Set 500 years into the future, the gameplay surrounds the development or rather evolution of human beings from fragile flesh and bone into all-conquering cyborgs. Consequently, this upsets the natural balance of things leading to death, destruction and enough excitement to blow everybodys circuits. Throughout the game, which utilises the popular data spooling technique to save on loading times, players can cybernetically enhance their bodies to increase strength, speed, jumping ability. The more evolved you become, the more damage you can absorb, too. *Too Human* features a hi-res 30fps game engine, over 75 hours of action and in excess of one hour's CGI cut-scenes. Stay frosty for our full preview around August.

HOLE IN SONY'S POCKET?

SHORTAGES MEAN THE POCKETSTATION FAILS TO CRACK USA!

Sony's revolutionary gadget, the PocketStation looks set to stay within the confines of Japan after having it's US release scuppered. The hyper intelligent memory card/games system which was launched at '98's E3, has been fraught with manufacturing problems which seriously limited it's supply, enabling to only just satisfy numbers in Japan. It was due for release in America a few weeks back but, although demand was strong, the little white box of tricks just couldn't iron out it's faults in time, so it was scrapped. This strongly hints that we too may not get our hands on any either, which would be a crushing blow, especially as great things are already being planned for the gadget by developers over here.



word on the street

HUGGY DOES DRIVER!

GT Interactive has appointed Antonio Fagas – AKA Huggy Bear from *Starsky & Hutch* to star in its new ads for *Driver*. The cult screen-star will play a similar character to his Huggy Bear role, who is in search of a decent getaway driver. The advert will be screened on Channel 4 and Sky Sports from July, and is, according to a spokesperson, "Really cool... "



"Da bitch better have ma money..."

ACE COMBAT 3 TAKES OFF!

WE'VE PLAYED IT, AND IT ROCKS!

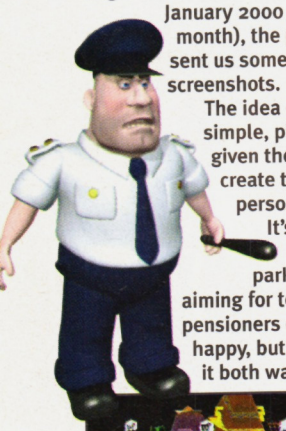


Apologies for the lack of our full review of *Ace Combat 3: Electrosphere* this month, but the game arrived just a little too late to go in the issue. However, we have played it loads now and it's really good! Graphically it's a huge improvement over the others, and the new control system makes flying your aircraft a much more in-depth experience. Catch the full review here next month.

PARK LIFE

THEME PARK WORLD!

EA and Bullfrog are currently beavering away on a conversion of the PC fave *Theme Park World* for PlayStation. And the good news is that the PSX version won't simply be a straight port over, and will in fact be created specifically with Sony's console in mind. Even though it is quite a way to go before its release (EA is touting January 2000 as the launch month), the publisher has sent us some early screenshots.



The idea of the game is simple, players are given the chance to create their own personal theme park. It's up to you what sort of park you create, aiming for to keep the pensioners or the kids happy, but you can't have it both ways!



Theme Park World – create you own Alton Towers or Thorpe Park. Then ride!

ON THE CARDS

Here's the games that have been lovingly stored on the PLAY office memory cards this month. Unfortunately, due to lack of space this, we've had to leave out the pictures, but don't worry, they'll be back next month!

APE ESCAPE

It took us a while to get into it, but after an hour, we were hopelessly hooked on Sony's awesome platform adventure. In fact, Graeme had to physically wrestle it away from the Editor just to get his review done. We won't stop until we've completed it all though.

ACE COMBAT 3

It came in too late for review, but that didn't stop us playing a vast chunk of it in what little spare time we had. With several missions completed and new aircraft unlocked, we're well on the way to producing the definitive review next month!

OMEGA BOOST

Ben played this loads for our import review, and got quite a way into. Unfortunately, as he was returning to take screenshots, some dozy sod had wiped his card. So we guess this actually isn't on the cards anymore.

GUARDIAN'S CRUSADE

What the hell was this crap still doing on the card? To think, this stopped us from saving *Driver*. There, erased! Be gone Satan!

another Square RPG

DEW PRISM EMERGES IN JAPAN



Square is releasing another RPG game called *Dew Prism*. Looking visually similar to *Brave Fencer*, the player is immersed in the town of Karona where through interaction with a lively bunch of characters they have to unravel the mystery surrounding the magical Dew Prism. The game is currently scheduled for an autumn release in Japan, and so is unlikely to surface in the UK until sometime next year.

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN



It might be you!

GAMEBOY COLOR



10 TO BE WON



MOBILE PHONE



10 TO BE WON

GRAN TURISMO 2
50 COPIES TO BE WON

PLAYSTATION



10 TO BE WON

NINTENDO 64 plus GOLDENEYE



10 TO BE WON

DREAMCAST



5 TO BE WON

09067 340922



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jap's eye

Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, Shotaro Kanaoya.

BREED YOUR OWN MONSTERS

Monster Rancher is back and brimming with new improvements. Showcased at the recent E3 show, *Monster Rancher 2* features hundreds of new creatures, more options, PocketStation compatibility and head-to-head two-player modes. You can even take them away on holiday!





MORE STRANGE HORSE RACING

Tecmo has got another *Gallop Racer* game in the works. A long-time fad in Japan, horse racing games are nearly as popular as fishing games. The latest, *Gallop Racer 3*, features head-to-head action, 1459 horses, 30 tracks, three perspectives, weather conditions, instant replays and plenty of secrets.

FOLK GO ANGLING MAD FOR BASS!

We've reported on the fishing craze in Japan before, but now *Bass Landing* is getting an English translation! You'll be able to play it for yourselves soon, and it'll even come with a special rod controller to get that authentic reeling-good feel! The US version will be out on import this August.





EVERYBODY'S GOLF SWINGS AGAIN!

Sony is putting the finishing touches on the sequel to last year's most accessible golf game. *Everybody's Golf 2* (four-player Multi-Tap) is due out soon. This time a PocketStation mode is added to the game whereby players can play golf on the diminutive digital system. Expect a 29 July release.

OTHER NEWS *The survival horror genre seems to be all the rage on PlayStation and Bandai wants a slice of the gore-pie with* Countdown Vampires. *Although the version we've seen is only a quarter complete and only gives a graphical demo of the new engine, we think it is going to be a smash hit. More next issue.*

FACTFILE: LARA WELLER



THE NEW REAL-LIFE LARA CROFT IS APPOINTED!

With Nell McAndrew stepping down as Lara to pursue other activities, the search was on for a new model to be pawed by fat, slimy, suited blokes at trades shows. This search didn't prove to be too hard though because Core has appointed a new one, and she even has the right name!

Lara Weller is a 24-year-old former lingerie and swimwear model model whose 34c-24-34 figure wowed attendees at the E3 show where she made her first public appearance as the game girl. Lara commented: "It's taken a while to sink in that I will actually represent Lara Croft, but the more I think about it, the more excited I get about the whole idea... " Obviously, we wish her all the best.



OUT NOW! **PowerStation** (ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 36 features guides to *GTA London, Hard Edge, Gran Turismo, Trap Runner, Diver's Dream, Anna Kournikova's Smash Court Tennis, Asterix* and many more besides!

GAME OF TAG

NEW TEKKEN TAG TOURNAMENT SCREENSHOTS...

Good news for beat-'em-up fans, the latest *Tekken* coin-op is looking splendid. We revealed last month that Namco had set-up a special *Tekken Tag Tournament* Web site, well now that very site is awash with exciting new screenshots from the game. *TTT* features characters from *Tekken 2* and *3*, plus a few extra ones, and will boast a tally of 32 – which has got to be a record! The main action is familiar to *Tekken* fans, but the twist here is the new tag feature which enables you to switch between two characters at any time during the fights. Of course, this makes for some awesome combos that can be started and finished with separate characters. Some of the familiar folk will also have a few new moves to slot into the battles. Still no word of a PlayStation release for this one though.





The new-look Yoshimitsu takes on Baek of old as the two games collide in battle.



A huge line-up of characters will grace the game, as well as plenty of hidden ones.

"RESPECT MA AUTHORITAH!"

SOUTH PARK DUE OUT SUMMER!

Acclaim has finally confirmed that a PlayStation version of *South Park* will arrive this summer, and it will be the same as the N64 version. Featuring a first-person single-player mode and a multiplayer deathmatch mode with 20 selectable characters, the plot centres around a mysterious comet that crashes in on the sleepy town and sends things a bit crazy. Full preview next month.



LUCAS LOVES PSX2!

CLAIMS NEW MACHINE IS MORE POWERFUL THAN THE STUFF HE USED...

Now that *The Phantom Menace* has finally opened in America, Star Wars creator George Lucas has gone on record with the *Chicago Sun Times* to reveal his excitment over PlayStation 2. Speaking to film reviewer George Ebert, he admitted: "I just finished this movie, which is kind of state-of-the-art, you know... we were sitting there being extremely proud of ourselves – boy, we're way ahead of everybody. And then they put this toy on the desk that is more powerful than anything we're using. It can re-create what we're doing in the movie. I mean, it's like we struggled for four years to get there, and a year from now, it's gonna be available to everybody. It's not quite the same quality as what we're putting on film, but it's high enough quality for TV. It's astounding."

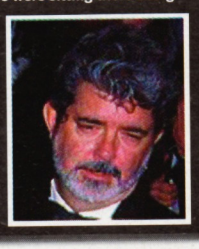




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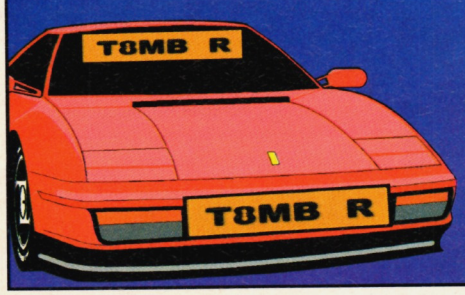
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http://play.subs.net
Subscription Rates (14 issues) UK: £28.00
Europe: £35.00 • Rest of World: £46.00
Printed by **DUNCAN WEB OFFSET** Passmore Plant, Tovil, Maidstone, Kent ME15 6XA
Distributed by **SEYMOUR LTD** 1st Floor, 86 Newman Street, London W1P 3LD ✆ (0171) 396 8000

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TURKISH DELIGHT!

PRINCE OF PERSIA 3-D WILL RETURN TO STAKE ITS CLAIM ON THE PLAYSTATION



Guess what? You have to jump between all the platforms to reach the other side.

Classic swashbuckling sword scenes play like the original, but with cool new moves.



Many of you videogame spring chickens will be too few of years to have any memory of *Prince Of Persia*. On early PC machines and the trusty old Amiga the game impressed all with it's uniquely fluid animation and addictive static screen gameplay.

The all singing, all dancing 3-D version has just been finished on PC and now it's headed for PlayStation glory. That distinctive spike pit jumping, sword fighting gameplay has been carefully preserved in this new dimension, as there's no wild free roaming – you're kept within fairly confined hallways and rooms. No secreted levers to open distant doors either, it's all much more fast paced and intentionally linear. If it plays at all as well as the old one, we'll be first in line for our copy of *Prince Of Persia 3-D*!

RELATED INFO

They say that *Prince Of Persia* created a genre and was the inspiration of many of today's action adventure games. Think about it, *Tomb Raider* wasn't a million miles away was it? The big question now though is how will this game compare to the cream it inspired? It's still very early days, but our money is on *Prince Of Persia 3-D* coming back to steal the crown it owned in a past life!



There was never as much attention to detail in its two-dimensional days. Real time modelled shadows and light sourcing give a solid appearance to the Prince and his enemies in *POP3-D*.

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PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... so what crazy exploits have been up to this month then?



Ryan Butt
Jetted off to LA for E3, then spent a further four days out there visiting Universal Studios and watching *Star Wars*. That'll be a good month then.
ryan@paragon.co.uk



Tom Sargent
Broke his wrist playing football and so was about as much use as a rubber plank. He even chucked out the one-handed pad we gave him. A bad month.
tomsargent@paragon.co.uk



Ben Lawrence
Contracted a strange virus that meant he couldn't eat or drink anything. Obviously, with this being Ben, his social life went right down the toilet. benl@paragon.co.uk



Graeme Nicholson
Chose deadline to move house, which meant his girlfriend had to carry all the heavy boxes on her own. The boy played a blinder, the swine!
silencio@paragon.co.uk



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Gran Turismo	Polyphony Digital	Platinum	97%
2.	GTA London	DMA	Take 2	69%
3.	Final Fantasy VII	Square	Platinum	93%
4.	Grand Theft Auto	DMA Design	Platinum	88%
5.	Crash Bandicoot 2	Naughty Dog	Platinum	86%
6.	Tomb Raider II	Core Design	Platinum	95%
7.	Metal Gear Solid	KCET	Konami	97%
8.	Ridge Racer Type 4	Namco	Sony	92%
9.	WWF Warzone	THQ	THQ	85%
10.	Brian Lara Cricket	Codemasters	Codemasters	78%

AS VOTED BY THE READER'S MOST PLAY READERS WANTED

Pos	Game	Developer	Publisher
1.	Star Wars: Episode 1	LucasArts	Activision
2.	Dino Crisis	Capcom	Capcom
3.	Gran Turismo 2	Polyphony Digital	Sony
4.	Ape Escape	Sony	Sony
5.	Resident Evil: Nemesis	Capcom	Capcom

LATE ARRIVALS

NEW TERM AT RIVAL SCHOOLS

Capcom of Japan has announced sequel to the popular 3-D beat-'em-up, *Rival Schools*. The game will feature more characters, new moves and some gritty new locations. No UK release date has been set, but we'll have an import review soon.

SORRY TO REPLAY GAMES...

Last month in our *Army Men 3-D* review, we printed the wrong telephone number for our import supplier, **Replay Games**. Well to set the record straight, we'd like to point out that the correct number is **01705 294681**. So give them a ring for all your import needs!

ODD GAMES

MORE ABE SEQUELS

Oddworld Inhabitants has announced plans for the next two games in its series that have so far included *Abe's Oddysee* and *Abe's Exoddus*. The first is called *Hand Of Odd*, and will be a real-time strategy game based around the Mudokons and greedy Glukkon executives. This game will potentially appear on the PlayStation 2 at the end of next year.

The other game is *Munch's Oddysee*, the true sequel to *Abe's Oddysee* and the second in the Oddworld Quintology. This game will also appear on the next generation PlayStation and, according to an Oddworld insider, will "Redefine the gaming experience... " We eagerly await new developments.

MAGIC

CRYO'S NEW RELEASES

Cryo's latest twisted creation. *The Guardian Of Darkness* is a third-person action adventure that, if cornered at gun-point, we'd put loosely into the *Tomb Raider* category. The bizarre goings on here are far more sinister than the light-weight adventures of Eidos's top-heavy heroine, however. You fill the shoes of Ekna Kathâr, a mystical and secretive exorcist dispatched by 'The Gate', a corporation who investigate paranormal occurrences. His job is simple – investigate mysterious phenomena and solve them. So far, so good. The game features ten disparate missions, taking the player to over 150 locations from a conventional gothic manor to some weird and unexpected places (a museum of pre-Columbian art, burger joint, zeppelin and minced meat factory!) Using a combination of subtlety and brute force Ekna must throw himself into the melting pot of supernatural investigation taking on intelligent enemies who apparently adapt to your strategy. Along the way you must learn numerous spells to counter the evil spirits and crazies who try to thwart you (there are around 28 to learn), ranging from the violent Telekinetic Blast to the gentler Emotional trance (sounds like a typical working day on PLAY!). It's all in glorious real-time 3-D and we can't wait. More next month. Lovely, smashin', supernatural!

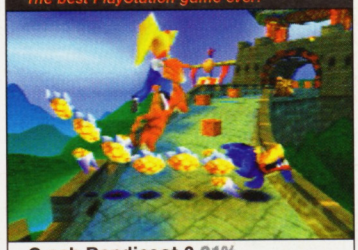


Supernatural goings-on in Cryo's new action adventure, *Guardian Of Darkness*.

PLAY RECOMMENDS



Metal Gear Solid 97%
The best PlayStation game ever!



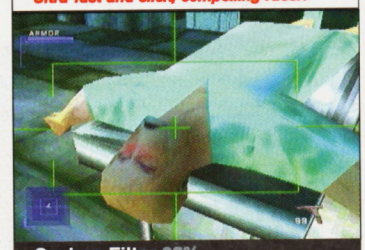
Crash Bandicoot 3 91%
The finest platformer we've played in ages



FIFA '99 94%
Engrossing, fluid, sexy football!



Ridge Racer Type 4 91%
Ultra-fast and slick, compelling racer!



Syphon Filter 93%
A real masterstroke of a game!

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PROJECT TWO INTERACTIVE

The fabulous *Driver* has totally blown us away with it's chassis lurching, tyre-bursting action. Making *Grand Theft Auto* look weedy and dated by comparison, Reflection's scorching new car simulation ups the racing ante by not only creating a brand new genre, but implementing the best physics engine we've seen to date. It also has a smart new mode which allows you to direct replays of your cop bashing antics using a heap of classic cinematic techniques. It's no coindidence that we've teamed up with our pals at GT Interactive to bring you an exclusive competition, where one fortuitous reader gets clean away with a fantastic Sony Camcorder.

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The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its sponsors GT Interactive may not enter. Your entry should reach us no later than 31 July, 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives, sorry.

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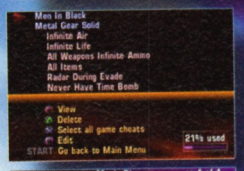
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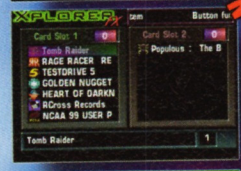
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Show Report

Our in-depth, definitive report on the Los Angeles games extravaganza From PLAY's editor **Ryan Butt**

GAME index

DINO CRISIS 22
Our coveted 'Game Of The Show' award winner. Check it out!
TRICKY SLIDERS 23
RESIDENT EVIL: NEMESIS 24
More Capcom offerings of note...
MISADVENTURES OF TRON BONNE 24
GRAN TURSIMO 2 28
Still early, but shaping up nicely.
DESTRAGA 28
DRAGON VALOUR 28
CRASH TEAM RACING 28
No E3 would be complete without him!
FINAL FANTASY VIII 29
In English, and not far off!
APE ESCAPE 29
SPYRO 2 29
The dragon returns for more action.
SPEED FREAKS 29
ALIEN RESURRECTION 30
Re-designed and looking scary as hell!
NHL 2 30
DIE HARD TRILOGY 2 29
McClane goes to Vegas in a vest.
PLANET OF THE APES 29
Cruel primates wreak havoc.
MGS: VR MISSIONS 32
Snake goes to finishing school.
ISS 2000 32
KONAMI RALLY 32
MK SPECIAL FORCES 32
ATTACK OF THE SAUCERMEN 32
FORMULA ONE '99 32
SPIDERMAN 32
QUAKE II 32
DESTRUCTION DERBY 2 33
Buckle-up for more mass destruction!
WIP3OUT 33
Faster than your average bullet.
SOUL OF THE SAMURAI 33
SPACE INVADERS 33
SUIKODEN II 33
VANDAL HEARTS II 33
GAUNTLET LEGENDS 33
READY TO RUMBLE 34
COLONY WARS 3 34
Be an intergalactic mercenary.
THE X-FILES 34
G-POLICE 2 34
Patrol crime-riddled futuristic cities...
STAR IXIOM 34
TRICKS N TREASURES 35
LEGGIT 35
VIGILANTE: SECOND OFFENSE 35
WU-TANG 35
TENCHU II 35
TOY STORY 2 35
X-MEN 35

A free trip to LA? Why not. Despite staying in the most boring district imaginable with only smelly low-lifes and Mexicans for company, at least we had the E3 show to pull us through it. It didn't disappoint either and Sony, as usual, took centre stage with more games on display than was possible to take in. It even had the playable PlayStation 2 demos up and running as an added bonus. Although there was little in terms of real surprises, there was a phenomenal line-up of PlayStation software which featured something for everyone, from the highs of *Dino Crisis* to the lows of... well that would perhaps be unfair to report at this time. You'll find it all right here in our full report!



Welcome to hell! Set in three very large halls in the LA Convention Centre (the place where the climax of Rush Hour *was filmed, trivia fans!) the 1999 E3 show was the largest to date, and as you can imagine, getting around the place to see everything proved to be a very exhausting exercise. There was much to see and play though and throughout the rest of the magazine, you'll be able to see the main attractions that were on offer and get a taste of the games you'll be playing later in the year.*

Sony's stand was littered with attractive props which attracted the visitors in their droves, many of which hogged all the games machines all day long. Damn them all!



*This highly collectable 12" **Darth Maul** character was bought before the show. This was just as well because within a few days, the whole of America had sold out. Literally!*

*An odd gift from an Odd company! This **Can cooler** was obtained from the GT Interactive stand. There was no new Oddworld game on display, but what the hell. Crafted in spongey foam, this'll keep your cans cool, even if it is black!*

*This **cyberdyne** security pass was purchased after experiencing the awesome Terminator2 3-D ride at Universal Studios. A cracking blend of real action and 3-D cinematics, it blew our minds!*

*On the Konami stand, these **MGS Badges** were being dished out left, right and centre. Nothing special to look out, but some folk will no doubt be paying about £100 for them in 20-years time!*

*Now isn't this lovely! This, er, attractive **Watch** was distributed by Infogrames. It may look like the worst thing you've even seen, but it does light-up in a groovy way.*

and we also went...

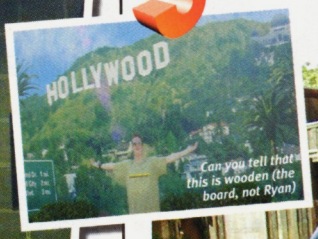
The days after the show were killed by extensive shopping and a trip to Universal Studios. The Terminator 2 3-D and Jurassic Park rides were the highlight. The rest was pretty dire – especially the ET one.



A larger than life Lara, that makes a change doesn't it?



Fox Interactive's booth was one of the main attractions of the show. It featured a large inflatable Croc (okay, pass on that), and a cage containing semi-naked women from Planet Of The Apes. Oh, and some more apes!



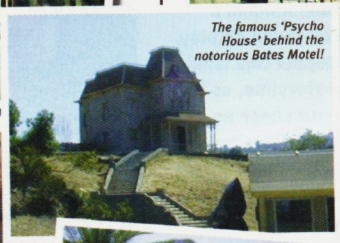
Can you tell that this is wooden (the board, not Ryan)







Imprisoned humans promoting Planet Of The Apes... and some girl who got in the way!



The famous 'Psycho House' behind the notorious Bates Motel!



The Jurassic Park ride at Universal. A soaking awaits you...



One for the album! Here are the four-strong team of Paragon Publishing representatives (at the front) enjoying a day out at Universal Studios (from the right: Ryan, Damian, Andy and Nick)

films we saw



Jar Jar Binks – spends the entire film farting around. Very annoying.

Star Wars: Episode 1

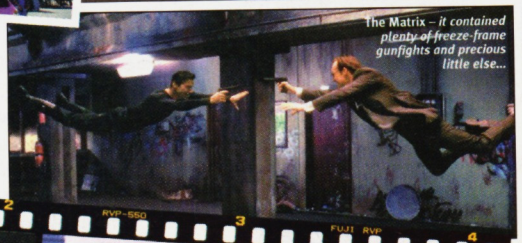
Although it's trendy to slag the film, it really wasn't that bad. We came out of the cinema thinking, "Yeah, that was alright," but in retrospect numerous elements of it were below par. The performances were reasonable enough, but there is very little substance to be found. The special effects on the other hand are fantastic!

RATING: ★★★★★

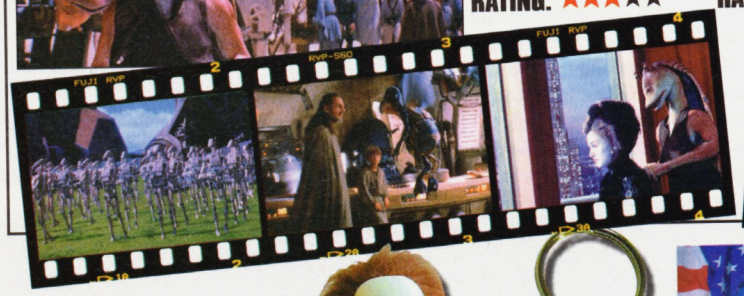
The Matrix

Believing the hype beforehand, we were expecting this film to be a belter. Unfortunately though, despite offering some interesting theories to our existence, it is nothing more than a polished turd with nice set-pieces. Also, watching Keanu perform karate was like watching Bruce Lee flower arranging – not what you want to see.

RATING: ★★★★★



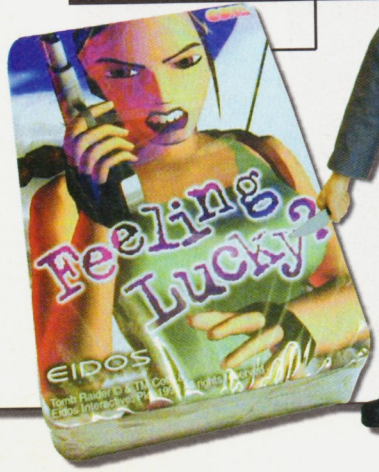
The Matrix – it contained plenty of freeze-frame gunfights and precious little else...





what we got

*Fancy a game of strip poker? These **Lara Croft playing cards** could be just the ticket. Although it's the same gift Eidos was dishing out last year, they are kinda cool!*



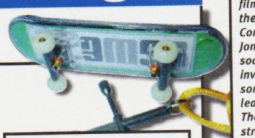
*The ultimate in coolness! This limited edition **Michael Myers doll** was bought from Universal City and features a detachable knife, authentic fluffy hair, and when you press his tummy, the Halloween theme belts out. Now tell us you don't want one!*





*This not very exciting **Sarge's Heroes** keychain was acquired from 3DO, the company responsible for last month's Army Men 3-D game. It has since gone missing. A crying shame.*

*This rather brilliant **Fingerboard** comes with a concave deck, detachable wheels and trucks, grip-tape and a little tool to assemble it with. We fell in love with it instantly and had to buy it at any cost. Which thankfully wasn't much!*



*...And finally, the gift of the show, this brilliant **Wipeout** bag. Presented to us by Psygnosis, we also got a t-shirt, but that wasn't as good.*



Entrapment



Definitely one of the better films currently screening in the States. Starring Sean Connery and Catherine Zeta Jones as a couple of high society burglars, it involves plenty of action, some nice shots of the leading lady's ass, and some interesting plot twists. The prospect of him and her getting it on seems to be stretching things a bit far though! But still, anything was better than...

RATING: ★★★★★

The Mummy



Quite simply the worst film we have ever seen, The Mummy contains every cliché in the book. Trying to be funny when it isn't, featuring characters with less depth than a puddle, and even the special effects look predictable and run of the mill. It would have benefited more if it wasn't a PG-13 rating and featured some grizzly deaths, but instead it resorted to the crumby 'look he's behind you' – then cut to a piercing scream' formula that just didn't do it for us.

*The diabolical primary school script just compounded our misery and made us tetchy at the blatant waste of two hours of our lives... which we're never going to get back. Spare yourselves a similar fate and avoid, it's p*** poor!*

RATING: ★★★★★

Dino Crisis

*Perhaps predictably, **Dino Crisis**, Shinji Mikami's latest survival horror game with dinosaurs was the game of E3!*

Written By RYAN BUTT



Having already excited us since the very first screenshots emerged, it was then no surprise that we found ourselves fighting through the E3 hordes and making straight for the Capcom stand where Shinji Mikami's latest masterpiece was on proud display, and boy, what a show-stopper this was!

You already know the storyline, so let's cut straight to the intense chase as central character, Regina, finds herself trapped and alone on a remote Pacific island with only ravenous, should-be-dead creatures of pre-historic origin for company.

The most striking aspect of the game was undoubtedly the graphics. With the intelligent switch from pre-rendered backgrounds to polygonal locations, it had a much more crisp appearance, and this was enhanced dramatically with some brilliant new camera trickery to really transform this game into more of a cinematic outing than a mere videogame. The camera zooms in and out, rotates and always capitalises on the moody surroundings to give you, the player, the best possible impact from every scenario.

There's nowhere to hide from the pre-historic terror! Dinosaurs are skilled hunters and will sniff you out sooner or later, the question is, will you be ready for it?







Flame-haired heroine, Regina, uses drastic measures to keep a couple of hungry raptors at bay. Seeing as they usually attack in groups, she'd better watch her back!

JULY 1999
PUBLISHER Capcom
GENRE Survival horror
1 Player
70% Complete
Anticipation ★★★★★

Regina herself still moves like the central characters from the *Resident Evil* series (such as that brief annoyance when you walk into a walk and continue to walk on the spot – how hard would it be to put in a stop barrier?) but there are some new moves thrown in also. An example of one is present due to the sheer speed at which the dinosaurs, the raptors especially, move. Regina can now perform a 180° turn into a run, a

> "Regina can perform a 180° turn into a run, which is vital for escaping the savage predators... "







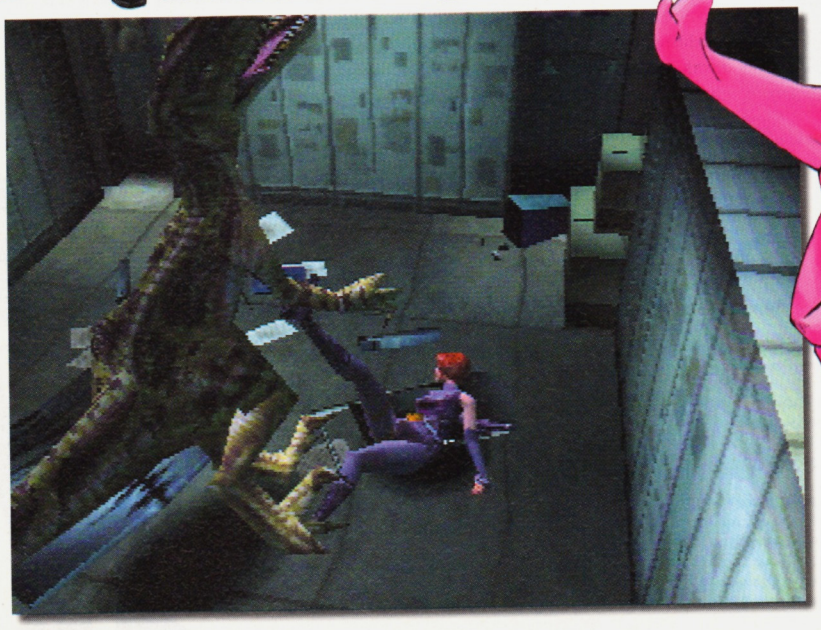
> "Lavish set-pieces include stumbling on a scene of gore, and then following a bloodied trail away from the carnage"

move vital to master if you are to stand any chance of escaping these savage predators. She can also run with her gun drawn, which also comes in handy for obvious reasons. Finding weaponry is essential to your chances of survival. You start the game with a small pistol which is next to useless against the dinos, so exploration is called for in order to find something a bit beefier. Please note that the dinosaurs can tail-whip a gun out of your hands, which could be problematic! Then there's the split plot-lines. At times you'll be called on to choose which path you take – be it rescuing a scientist or a member of your team – the outcome at the end of the day will inevitably come as a result of such pondering.



Playing *Dino Crisis* was one of the show's highlights. Although the version on show was the Japanese one, and all of the text reflected this, it was obvious nonetheless that this game is destined for greatness. Lavish set-pieces included stumbling on a scene of gore, and then following a bloodied trail away from the carnage leading to... well, you'll have to wait and see. With all restrictions also coming down on your inventory, meaning that you can pick up anything, you come to realise that this game is much bigger than any of the *Resident Evil* games, just how much bigger remains to be seen!

With a never-ending inventory, Regina can find and use anything she finds without having to discard it later. You'd just better make sure you find enough ammo to cope with the onslaught!



Tricky Sliders

Resident Evil on the piste? No it's more than that!

With so many damn snowboarding games on the market, it's hard to get excited about another one, but then again, this one is developed by Capcom!

Tricky Sliders (or *Trick 'N Snowboarder* as it will probably be called in the US and over here) includes four different modes of play, ten international courses and numerous characters, which include a trio of familiar Raccoon City inhabitants! Players can choose to play against one another in 'Versus' mode, alone in the 'Free' mode or get into 'Story' mode whereby the chosen character tours the world in search of big thrills. There is also an 'Edit' mode whereby players can customise their boarder and edit the replays, clothing and board logo.



Resident Evil 2's Leon Kennedy escapes the carnage in in Raccoon City for a vacation...



TBA 1999
PUBLISHER Capcom
GENRE Snowboarding
1-2 Players
80% Complete
Anticipation ★★

Perhaps the best thing about this game though are the secret characters. When you earn the right, you'll be able to descend the slopes as Leon Kennedy, Claire Redfield, and even a zombie cop! All of the characters in the game can learn a vast multitude of tricks and grabs which can be strung together as combos for huge points bonuses.

The game will utilise the Dual Shock pad for bumps and precision analogue control which will make the impossible array of crowd-pleasing stunts, er possible! Like we said, it can be played with two players simultaneously, and the screen can be split either vertically or horizontally for the best possible slant on the action. Courses include alpine, half-pipes, one-shot aerial (whatever that is) and a fun-packed snowboard park.

We briefly tested the game in action, and although the control system was spot-on and the tricks seemingly easy to grasp, it didn't hold our attention for long. But then again, that could have had something to do with us being surrounded by American goons screaming for free t-shirts from the Dennis Pennis look-alike compere who was running the Capcom booth. Damn him.

Resident Evil: *Nemesis*

*The third game in the **Resident Evil** saga arrives, but is it really where the winding story concludes?*

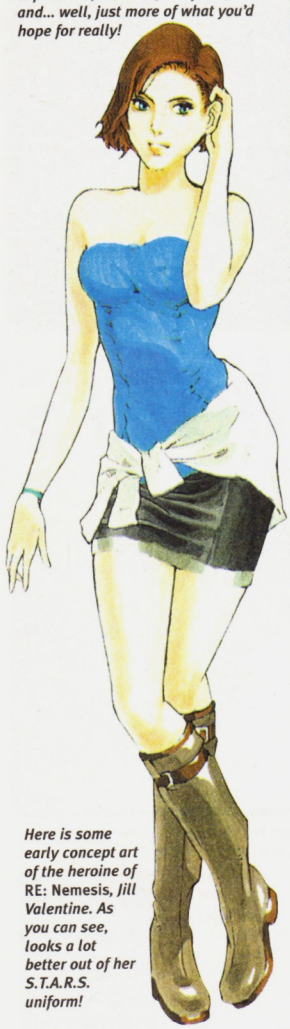








RE: Nemesis *is packed with more explosions, zombies, weapons, and... well, just more of what you'd hope for really!*



Here is some early concept art of the heroine of RE: Nemesis, *Jill Valentine. As you can see, looks a lot better out of her S.T.A.R.S. uniform!*

Is this *Resident Evil 3*? The accompanying press release said as much, but surely the third installment of this captivating horror tale must conclude in Europe at the main offices of the Umbrella corp...

RE3 or not, *Resident Evil: Nemesis* was a surprise inclusion to the Capcom games on display, and one we just had to play for a while. In the game, you control Jill Valentine, a member of the elite S.T.A.R.S. team that was sent to clean up the mansion in the first game. Packing for Europe, she's caught up in the carnage of Raccoon City that gamers became familiar with in the second *RE* game. However, before she can get out of town, Jill is severely injured and knocked unconscious – enter Carlos Oliveira, a 21-year old South American mercenary. He must find a cure before Jill develops a taste for meat that isn't on the restaurant menus!

NOV 1999
PUBLISHER Capcom
GENRE Survival horror
1 Player
50% Complete
Anticipation
★★★★★



Jill returns to do what she does best... blowing the heads off of unsuspecting zombies. But where's Chris?

Set before and after the events in *RE2*, *Nemesis* offers a stunning update on the survival horror genre pioneered in the first games. There are more routes to explore and some truly stunning set-pieces such as fences tumbling to reveal about 20 zombies that start to crawl and chase after you. By shooting a gas canister though, the whole load of them go up in smoke. You also meet Brad Burton and find out how he came to be the 'super zombie' in *RE2*.

> "Carlos Oliveira must find a cure for Jill before she develops a taste for meat that isn't on the restaurant menus!"

Capcom says that this game will churn out more than ten different kinds of zombie and introduces a whole load of new creatures besides. There will also be a 'dodge' ability whereby players can guide Jill cautiously around obstacles and even use inanimate objects as shields, and a 'live selection' in which players make decisions that affect the game's outcome. So *Resident Evil 3* or not, this is a must-buy game for Xmas!

Misadventures Of Tron Bonne

Meet Mega Man's female rival, who is to star in her own new game!



Strange name for a girl, Tron. Still, this feisty lass who die-hard fans will remember from the popular Japanese Mega Man games is about to embark on her own adventure in *The Misadventures of Tron Bonne* – the game we voted at E3 to have the most catchy title!

In this game, Tron and her trusty Servbots circle the world in their air ship, Gesellschaft, in search of adventure and priceless treasure. The plot in *Mega Man Legends* (the last Mega Man game) explains why Tron become the antagonist, and this brand new adventure sees a return of the beautiful 3-D polygonal environment that the previous games were famed for and numerous styles of mission including action, RPG and puzzle elements.

OCT 1999
PUBLISHER Capcom
GENRE Action/RPG
1 Player
60% Complete
Anticipation
★★

Although the Mega Man games never really grabbed the imagination of European audiences, we shouldn't write off this game as just another quirky Japanese RPG because there's much more to it than that. For example, Tron can command her Servbot robots via the 'guide shot system'. This basically deploys a robot to any given destination and makes them attack or search for hidden areas. Although we must admit to not playing it much at the show, you'll need a couple of sit-down hours to get to grips with it before the real appeal dawns.



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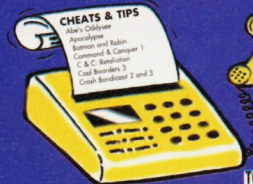
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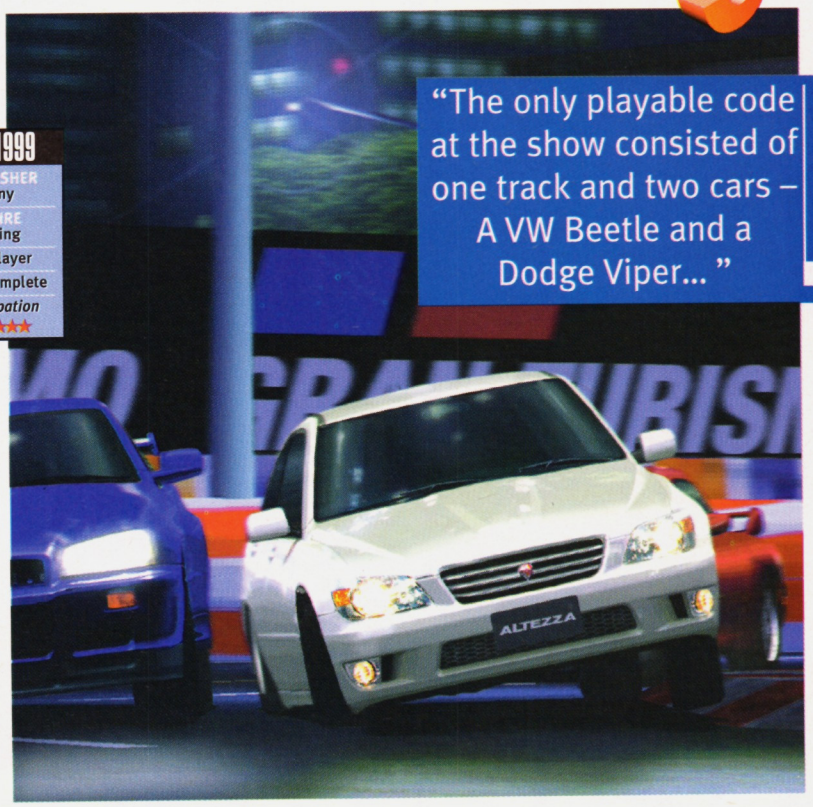
Gran Turismo 2

We finally got to play this killer racing sequel, but there wasn't much there!

ELECTRONIC ENTERTAINMENT EXPO 3

OCT 1999
PUBLISHER Sony
GENRE Racing
1-2 Player
50% Complete
Anticipation
★★★★★

This was the reason we nearly got thrown into an American slammer. Such was our eagerness to play it, we physically man-handled an annoying squirt off of this game in order to get a play, and we almost wished we hadn't. No offense to the great *Gran Turismo 2*, but the only playable code at the show consisted of one track and two cars – a VW Beetle and a Dodge Viper – hardly a fraction of what the game really has to offer then. Playing it, it didn't seem very removed from the first. The graphics looked a bit sharper and it moved smoother and handled slightly better. What made up for the infancy of this version though was the fully playable PlayStation 2 *Gran Turismo* demo. If you recall those extremely shiny next generation screenshots we printed in Wired a couple of months ago, and imagine those actual cars moving around via a joypad, then you'll know what an amazing experience we had fondling the future for a brief moment. We'll have more on *GT2* next month.



"The only playable code at the show consisted of one track and two cars – A VW Beetle and a Dodge Viper... "

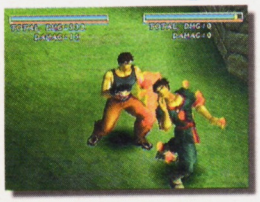






No new screenshots of Gran Turismo 2 *unfortunately, but we at least got a chance to play an early version.*

Destraga



This game is touted as being: "The most in-depth, immersive fighting adventure yet," and it takes your standard fighting and RPG elements and combines them. Players can free-roam within 3-D environments and use both close and long-range attacks against adversaries that crop up. It looks sensational and we'll have much more next month in PLAY.



Dragon Valour



This Namco action RPG was only on display via a video screen. From this we gathered that the FMV is amazing and the game itself looked very promising indeed. We just can't wait to play it!

Crash Team Racing

The bandicoot trades 3-D corridors for open tracks... and pulls it off!



The super-smooth, ultra quick Crash Team Racing. *It manages to retain the look of the well-loved platform games and throws up a few new challenges.*

JULY 1999
PUBLISHER Sony
GENRE Racing
1-4 Player
60% Complete
Anticipation
★★★★

No E3 would be complete without a new Crash game on proud display, and this year we were treated to something completely different, well almost.

Crash Team Racing (*CTR*) is once again developed by Naughty Dog, and it is basically a karting game featuring all of the loveable characters from the smash hit trio of platform games. Needless to say, with it being Crash Bandicoot, we couldn't help but take half an hour out of our busy schedule to have a go. Fast, smooth and wonderfully enjoyable, *CTR* even makes Sony's other karting game, *Speed Freaks* look like *Cruisin' USA*! It can be played by up to four players simultaneously and features a host of pick-ups you'd recognise from the previous games such as nitro boxes, Aku Aku masks and apples. These can all be used to pip your opponents to the post or defend against enemy attacks.

The plot centres around Dr Nitros Oxide, another insane inventor who, after an accident as a child, was transformed into an ultra-fast freak of nature. He challenges the inhabitants of Crash's island to races, and then got bored after ten years of successive victories. Now he has turned his attentions to taking over the world.

Not wanting to be outdone by the new madman, Dr Neo Cortex has got together a bunch of his buddies to try and stop N2O before he can activate his Hyper Activator – a power beam capable of turning the whole planet into a super fast speed zone. Crash, likewise, wants to prevent this global disaster and so a championship is set-up to find out who is the fastest racer on the islands. Only the quickest drivers will get to race against Nitros Oxide in the final showdown and be in with a chance to save the planet.



Each track features backdrops and scenery you'll recognise from Crash's previous escapades.

Seeing static screenshots of this game doesn't really do it justice because it really does pelt along at a fair old speed, and the track design enables numerous routes and shortcuts through the levels. We expect great things from this game. Expect to see much more next month!

Final Fantasy VIII



Now in English and this is looking every ounce quite the greatest RPG ever!



OCT 1999
PUBLISHER Sony
GENRE RPG Adventure
1 Player
80% Complete
Anticipation
★★★★

Sony has retained its rights to release Squaresoft PlayStation products in Europe, and it celebrated the fact by having the full English-language version of *FFVIII* on display. Basically allowing us to fill in a few of the blanks from our Japanese import review and conclude that this will go down as the greatest RPG ever!





Square's adventure epic was playable on Sony's stand, albeit slightly hidden away within some moody dark catacombs. We liked it. A lot.

Ape Escape





Sony was hyping up this Dual Analogue-only game to the hilt on its E3 booth, and why not? The game is dressed to kill with its colourful polygonal landscapes and feisty characters, the only drawback was getting used to the tricky controls in what little time we had to play this latest version

Ape Escape will feature 17 playable levels spanning across eight worlds. These include prehistoric jungles, snowy pistes, fairgrounds, tropical beaches, caves and futuristic scenarios – those apes get everywhere.

With masses of gadgets to collect and use against the primates, this game should have folks going ape everywhere. Full review next month!



Spyro 2

Dragon-boy takes a break!





Spyro is back and this time he's off on holiday. After defeating Gnasty Gnorc and his minions, Spyro decides to explore his native land and goes off in search of adventure and intrigue. In this new adventure, the cute dragon will meet new friends and have to learn new abilities in order to conquer the 3-D worlds. The game will feature brand new animations and moves including the ability to swim, climb, stomp, hover and pick up objects as well as all the tricks he already knew from the previous game.

Spyro's new tricks come to him as the game unfolds via a new 'Magic Point' system that enables the little fella to learn, grow and mature as the adventure goes on. There will be a lot more depth in the gameplay as well. Each level now has primary and secondary objectives to complete which provide different rewards on completion. Like before, there will also be hidden levels and secret paths as well as the bonus flying levels that proved so popular in his last outing. Scheduled for a November release, *Spyro 2* will be compatible with the Dual Shock pad and the PocketStation.

NOV 1999
PUBLISHER Sony
GENRE Platform
1 Player
50% Complete
Anticipation
★★★



Speed Freaks

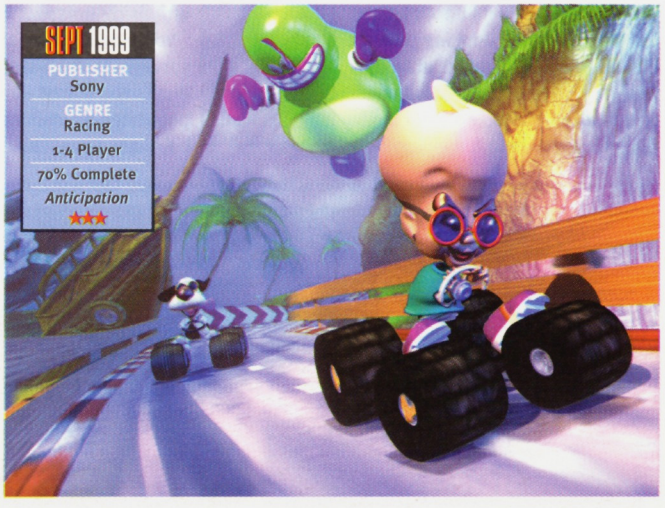
The best thing to come out of Norway since Ole Gunnar!

Looking nice at the show was *Speed Freaks*. This hi-octane racer has come on leaps and bounds since we last played it, and is now faster, smoother and brimming with colour and humour. There was also a four-player mode up and running which we were crying out for and a few new power-ups to play around with.

The game will feature 12 tracks and nine playable characters. But will it be better than *CTR*?

Speed Freaks – *faster, bigger, brighter, better!*





SEPT 1999
PUBLISHER Sony
GENRE Racing
1-4 Player
70% Complete
Anticipation
★★★

Alien Resurrection

One dramatic re-design later, and this game finally looks like being a real sci-fi belter!



Although this game was playable at last year's E3 show, to compare it then to now is like playing a totally different game. Sure, back then we were smiling through gritted teeth at the prospect of a wasted licence, but now developer Argonaut has hauled it back and done the business to transform it into a stunning visual space epic that retains the xenomorphic menace of the space beasts and gives more depth and versatility to the in-game playable characters.

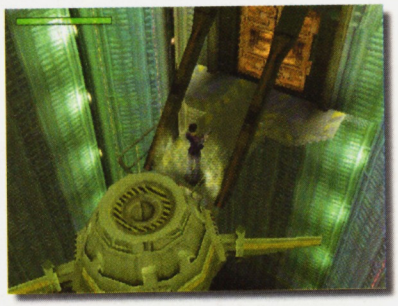
Now it plays like *Resident Evil* in space, which can only be a good thing, and features five playable characters and many more which you'll meet on your lonely travels around a space ship that is heavily populated by unsympathetic predators.

There are plenty of weapons to defend yourself with, puzzles to solve, brand new areas to explore and chilling discoveries to find, such as the seven Ripley clones scattered around the star ship Auriga. The game is now scheduled for a release in October, and we managed to talk to the developers. Catch the full interview next month.

OCT 1999
PUBLISHER Fox Interactive
GENRE Action
1 Player
60% Complete
Anticipation
★★★

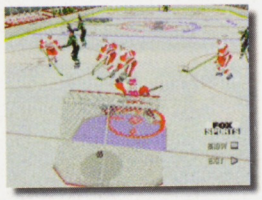
Watch your back Ripley! Alien beasts lurk around every corner in this game, so shoot first, ask questions later.





Alien Resurrection will feature familiar locations from the starship Auriga, and also brand new locations not seen in the film.

NHL 2



Fox also has some more sports games in the pipeline including *NHL 2000* and *NBA 2000*. NHL (pictured here) features the official NHL and NHLPA licenses and utilises brand new 3-D technologies to bring the hard-hitting sport to life on your PlayStation. Both games will be released in the Autumn.

Planet Of The Apes

It's man against apes again in Fox's latest action adventure game. But where's Charlton?

Another game Fox was keen to promote at the show was *Planet Of The Apes*. In fact, Fox even had its booth kitted out with authentic-looking props including a half-buried Statue Of Liberty, a cage of trapped humans, and monkey characters from the films dressed-up in fun chimp costumes and talking in riddles. The game itself was only present via a video screen, but it looks a very promising prospect indeed.

SPRING 2000
PUBLISHER Fox Interactive
GENRE Action
1 Player
30% Complete
Anticipation
★★★

You play Ulysses, the sole human survivor of crash-landing on an uncharted planet – a planet populated by walking, talking, hairy-ass apes! The game will boast 15 large levels with over 70 different sub-levels. The gameplay involves puzzle solving, hand-to-hand combat and stealth methods of evasion (as seen in previous games such as *Metal Gear Solid*).

Like we said, this game is still in its infancy stage, but hopefully we'll be able to unleash more information and screenshots next month when we cover some of these games in much more depth.

These screenshots were taken from the PC version of the game. They show the basic look and layout, though.



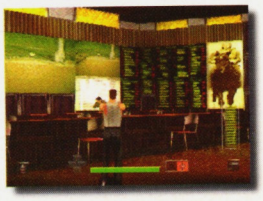




Die Hard Trilogy 2



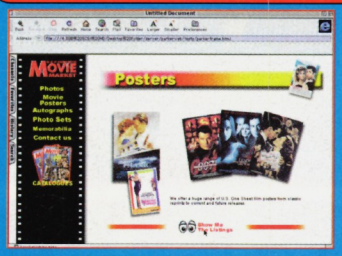
With the odds stacked against him once more, John McClane is back into another terrorist-bashing adventure. Set in Vegas, the game will feature two modes on play – Story and Arcade and a whole host of different styles including first-person shooting, driving and third-person action. With the enemies more intelligent than ever and many more obstacles to overcome, this game is one to look out for.



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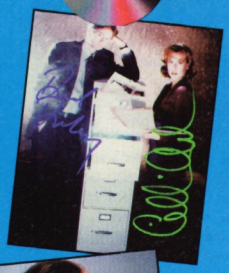
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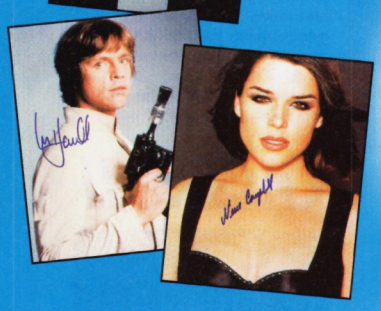


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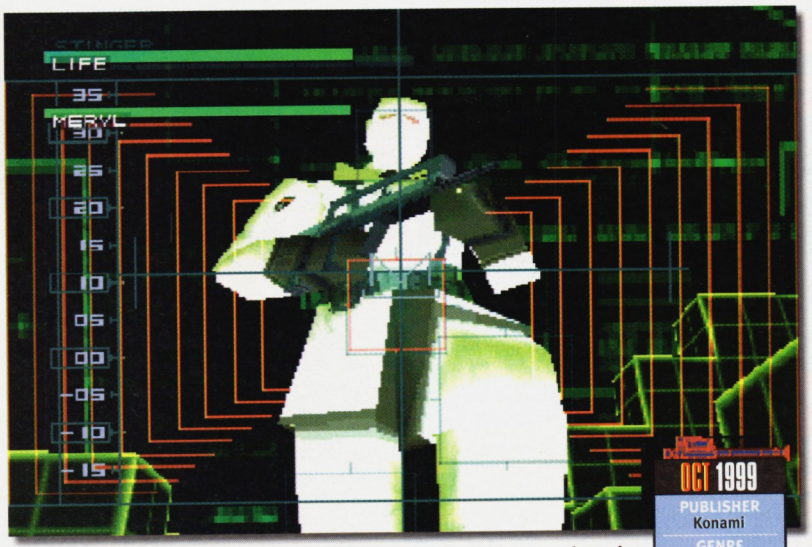
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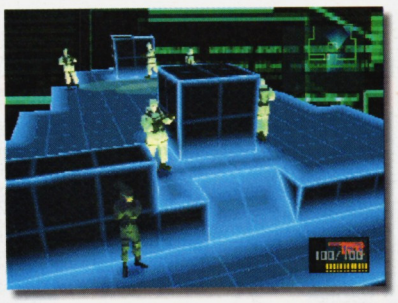
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MGS VR Missions

It's back to school with Snake for advanced tactical tuition in the art of neck-breaking!





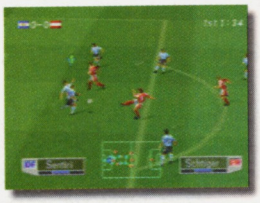


The main bulk of the new MGS game are the 300 new VR Training missions. These are more complex than before and can be solved in loads of different ways.

OCT 1999
PUBLISHER Konami
GENRE Action
1 Player
60% Complete
Anticipation
★★★★★

Basically an update of the original game featuring 300 brand new VR Training missions and a new murder mystery casebook whereby you have to solve clues and find the killer in various murders. You will also be able to play the normal game in first-person mode, which will make it a lot harder.

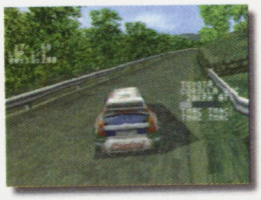
ISS 2000



The best football game gets a fresh new update. This game wasn't available to play on the Konami stand, but we understand that the graphics will have been polished and more frames of animation will be present in the player's movement.

We also understand that the game will be granted an official licence – but only in America. In fact a friend in the industry managed to catch a Major League Soccer game in LA and said that it was possibly the worst thing they had ever seen, worse than a Division three match in fact.

Konami Rally



Only a working title, and as you can see from this screenshot the game is still in its infancy. It's pretty much the normal rally set-up with numerous tracks to master and a selection of cars to drive. All the vehicles in the game will be licensed, as are the tracks and competition rules. With so many other rally games out or coming out though, it'll be hard for Konami to establish a new one, unless it is absolutely amazing mind you!

MK Special Forces



This new *Mortal Kombat* game is an adventure like *MK Mythologies*, only in 3-D like *Mortal Kombat 4*. Playing as either Sonya or Jax, gamers are challenged by seven 3-D worlds with events exclusive to each character that unfold and develop as you progress. The game will also feature different weapons and brand new special moves that you'll need to get through it.

Attack Of The Saucermen

Help save Earth from total destruction from the little green invaders!

There were more games on Sony's stand than probably anywhere else at the show. Some were stunning, others were just strange. This game fits into the latter category. Although we didn't actually get a chance to play it, *Attack Of The Saucermen* is a curious 3-D action game whereby you have to defend Earth from a martian invasion. Bold, bright and colourful, the game spans across numerous levels and you can pick-up all manner of weaponry to assist in thwarting the little green men. This is just one of the many games that Sony has tucked up its sleeve, although no set release date has been announced. We'll have more information just as soon as such a date is finalised.



TBA 1999
PUBLISHER Sony
GENRE Action
1 Player
70% Complete
Anticipation
★★

Spiderman



Does whatever a spider can, apparently. Or failing that, star in a new 3-D platform. Utilising his spider skills against a host of comic adversaries, this game certainly looks good enough. Only present on video though which would suggest that it's some way off completion yet. Still, we wait in wonder...

Formula One '99

A new developer, vast improvements and Murray, he's in there too!



The last was a bitter pill to swallow, but with a new developer at the helm (Studio 33) hopefully *Formula One '99* should get back on the track to top racing perfection. Featuring all the teams, all the drivers (yes, newcomers included), and all the tracks – including the brand new Sepang circuit in Kuala Lumpar), this game has all the right elements to regain its crown.

Other improvements include improved car dynamics and handling, ultra realistic crashes, advanced engine growls and enhanced AI – especially in the pit strategies and starting grid behaviour of other motorists. Can we believe the hype? Perhaps. The game wasn't running at the show, except for video replays as it was being kept under wraps from the opposition.

OCT 1999
PUBLISHER Sony
GENRE Racing
1-2 Player
40% Complete
Anticipation
★★★

Quake II



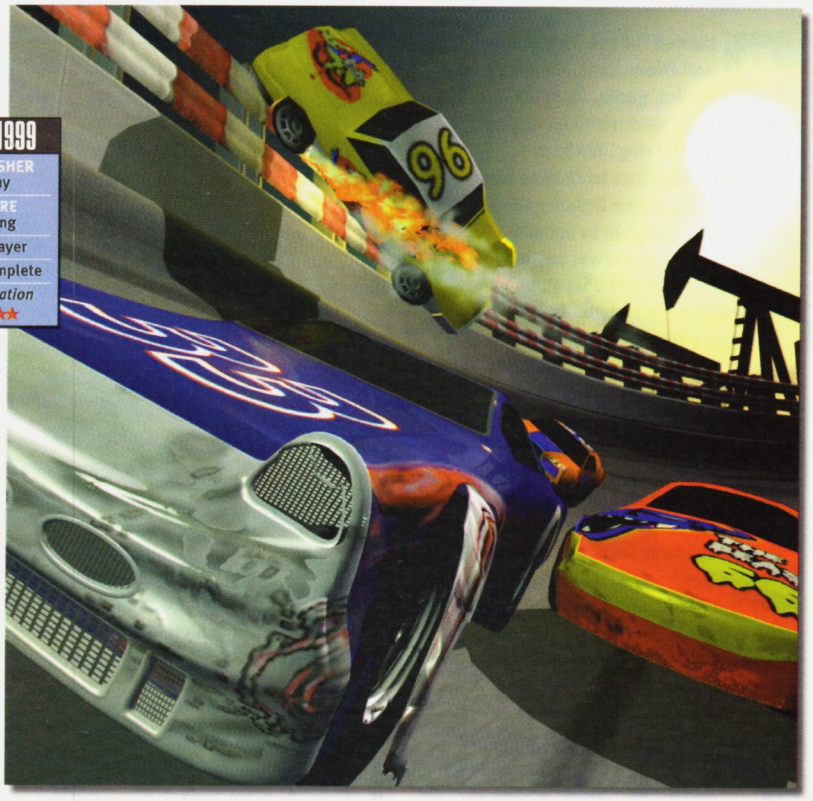
Looking brilliant it has to be said. This was actually playing in one- and two-player modes and the engine was super-slick and detailed enough to make us eat our cynicism. Still a way off completion, we can at least look forward to a stunning PC conversion when it does finally arrive.

Destruction Derby 3

Get ready for more fender-bending racing carange, destruction-style!

It's been a while, but fans of the demolition derby rejoice because Psygnosis is applying the finishing touches to a third *Destruction Derby* game. Featuring more realistic cars, crashes, explosions and edge of the seat action, this game should deliver in flaming style. The biggest disappointment was its absence from the E3 show though. Having to make do with a bit of looped video footage, it was hardly enough to get our destruction juices flowing. However, this may have been because what is ready on the game isn't fit for human eyes, yet.

SEPT 1999
PUBLISHER Sony
GENRE Racing
1-2 Player
50% Complete
Anticipation ★★★★



This was along the lines of what we saw at the show on video. Not bad, but we want to play it. Yesterday!



Wip3out

The future of racing games!

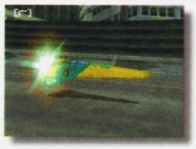
Touted as being: "The most extreme anti-gravity racer in the critically acclaimed series," is it any wonder we were selling our relatives for airline tickets just to get over the Atlantic to play it? *Wipeout 3* (or *Wip3out*) offers a futuristic feast of enhancements including eight new racing circuits, three new teams, enhanced graphics and speed the likes of which hasn't been seen since a Hampshire rave in 1989!

Only one track was playable at the show, but it gave us a clear enough indication of things to follow. Cool graphics, precision control and enough addictive qualities to catapult it up there with the best of 'em. Roll on winter!

NOV 1999
PUBLISHER Sony
GENRE Racing
1-2 Player
60% Complete
Anticipation ★★★★★

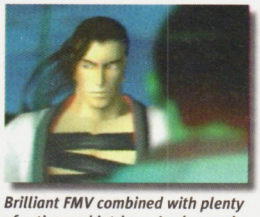






Soul Of The Samurai

Two warriors, one mission. Dare you fight the system?



Brilliant FMV combined with plenty of action and intrigue. Looks good.

Set in the first year of the Tenmei Era (1781 to be precise), when peasants were suffering and politics were steeped in corruption, *Soul Of The Samurai* invites players to switch between two characters who rage bloody hell against the enemy. To understand all of what is going on in the plot, players must complete the game using both the male and the female warrior, and there's loads of action and battles to survive before that can happen. The game blends action and RPG for a compelling and in-depth game, but will it better *Metal Gear Solid*?

SEPT 1999
PUBLISHER Konami
GENRE Action/RPG
1 Player
60% Complete
Anticipation ★★★★

Space Invaders

Retro game gets a polish!

Just like with *Asteroids*, Activision has taken a classic arcade game of olde and given it a cut, tuck and face-lift to make it appeal to today's audience and sophisticated requirements. The game is *Space Invaders* and the idea, as gaming veterans will be well aware, is to shoot alien space shifts that threaten your bases. They shoot, they swoop and they replenish. That's it. In this update, you must battle through ten worlds blasting 20 different kinds of enemy. Okay, so it may not have been the most exciting game at the show, and yes, we hardly gave it a second glance, but to release it now, Activision must have spotted a gap in the market that was calling out for more arcade dinosaurs with a Nineties slant. Good luck to it. Now excuse me kind sir, which way is it to the *Dino Crisis* booth?

TBA 1999
PUBLISHER Activision
GENRE Shoot-'em-up
1-2 Player
60% Complete
Anticipation ★

Space Invaders, it's back and looking much more modern than you will remember it. It is also now two-player.

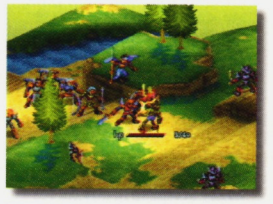


Suikoden II



The first was a classic, and this sequel tells the tale of two young childhood friends who have become hopelessly intertwined in a raging war. One will become the leader of the resistance, while the other's path will ultimately lead to betrayal. *Suikoden II* will feature more than 40 years of fully immersive gameplay and players can interact with more than 108 different characters as this monster adventure unfolds. Although the game isn't quite in *Final Fantasy VIII*'s mainstream appeal market, it will challenge and intrigue die-hard RPG fans who hunger for something altogether more gripping!

Vandal Hearts II



The second of Konami's two new RPGs is a turn-based strategy game set in a medieval world of knights and magic. It contains more than 120 different kinds of weapon and armour and has a vast array of character animations and special attacks and spells are utilised. Due for release in the Winter, it'll keep RPG fans appeased for a long while after that.

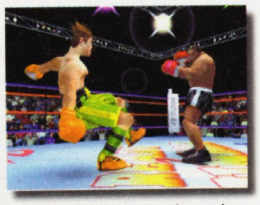
Gauntlet Legends



It wasn't a good sign that the coin-op version didn't even register a reaction from us, and this PlayStation version is essentially the same, albeit with slightly worse graphics. The gameplay is also virtually identical to the classic arcade game – with running around dungeons and the killing of demons being the main order of the day – the only real difference are the updated graphics, which surely will just confuse things. We'll see.

Ready 2 Rumble

Get ready... for some kinky afros, mighty punches and the opportunity to be Don King!



Feeling a defeat was on the cards, quiff-head resorted to Russian dancing to wow the judges!

Planned for the PlayStation, N64 and Dreamcast, Midway's new boxing game, *Ready 2 Rumble* looks like it could make an impact in the crowded ring. With 20 different characters to choose from, each with their own fighting style, players can compete in arcade-style slugging matches, battle it out in a head-to-head bout, or compete for the coveted belts.

There is also a managerial aspect in which players can control the influx of money and use it to sign-up new boxers and buy new equipment for the gym. This gear can then be used to train up the boxers and increase their power, speed, stamina and durability in the ring.

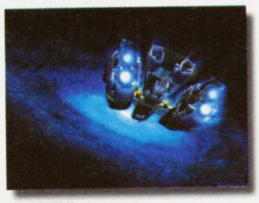
Obviously, these pictures here can in no way shape or form be construed as PlayStation ones, but we did manage to play the PlayStation game at the show and it does display traits that give us reason enough to be excited. Apart from all of the options and behind the fight aspects, the main brunt of the action is fast, detailed and very entertaining.

SEPT 1999
PUBLISHER Midway
GENRE Boxing
1-2 Player
50% Complete
Anticipation
★★★



Some of the characters you can use are over-the-top personalities with huge meat-heads, garish taste in clothes and some even have the biggest afros this side of Boston!

Star Ixiom



This futuristic shoot-'em-up was developed by Namco and features plenty of one-on-one dogfights, state-of-the-art weaponry and wave upon wave of enemy attacks. Fans of the genre will recognise many of the craft from Namco's previous shooting outings such as *Starblade*, *Galaxian* and *Galaga*, but there's nothing retro about the gameplay on offer here.

The plot revolves around life in the 25th Century, when mankind is trying to establish itself as the dominant life-form of the universe. Taking exception to this are the other inhabitants of outer space that launch an attack. Hence a frantic battle for supremacy beyond the stars. More on this soon.



Wouldn't you just love to kick ET's ass to save this wondrous globe?

Colony Wars 3

The epic space opera returns for a second sequel...

One of the shock new games at the show was *Colony Wars: Red Sun* at the Psygnosis stand. In this third installment, you get to control your own destiny instead of siding with the Navy or The League. You play Valdemar, a military agent seemingly out for all he can get. You choose your missions and where you go, but some of the missions you choose may help The League or the Navy, whether you like it or not.

The graphics of the game have been enhanced, in psygnosis' words: "Pushing the PlayStation to its utmost limits," and there is the ability to upgrade your ships with a greater array of add-ons, allowing much more scope to blow enemy craft out of the sky if they so much as look at you funny. There will also be more intelligence in the enemies and a greater variety of them to fight against, so it has enough scope to be the most epic space battle yet.

NOV 1999
PUBLISHER Sony
GENRE Shoot-'em-up
1 Player
50% Complete
Anticipation
★★★

Of course, the overall experience will be nicely rounded off with a fully orchestral sound score and 28 quality FMV sequences to link the action together. There will 50 new missions in total which will be based both on the ground and in space, and over 30 new weapons to use as you go.

Again, sadly there wasn't much on offer to play at the show, but the game is still in the early stages of development. Due for a release in the winter, *Colony Wars: Red Sun* should keep fans of the series engrossed with the in-depth plot and new features.

With 50 brand new ground and space missions,* Colony Wars: Red Sun *should be onto a winner...



The X-Files

The truth is out there... somewhere. Honest it is!



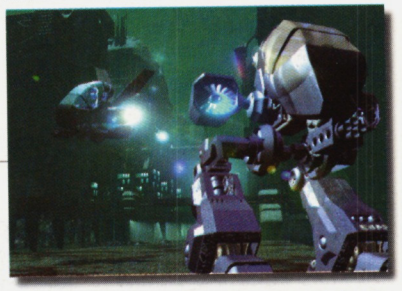
Same old screenshots, but the game is going to happen...

What became of *The X-Files* after last year's E3 show... er nothing, but it did surface again this year, although sadly not to play. Now scheduled for release in the summer, the game is essentially a one-off episode of the series in which you have to find agents Mulder and Scully, who have mysteriously disappeared.

Follow clues, chase leads and sift through evidence at crime scenes to piece the complex puzzle and possible cover-up together. With multiple storylines to experience, this game should have depth, as well as a meaty licence.

G-Police 2

Time for a repeat offender?



We've reported about this game many times in the past, but having now had a chance to properly play the thing, we can talk from hands-on knowledge. *G-Police: Weapons Of Justice* is looking every inch the killer sequel, and graphically it is simply superb.

It will feature 35 different missions that involve flying, driving and stalking, and the 3-D cities in which you operate are more lavish and more detailed than before. The vehicles you use in the game are brand new and consist of the Raptor – a mech-type robot, the Corsair spacecraft and a car. You'll be able to utilise up to 25 different weapons as you battle against more than 35 different enemy crafts. *G-Police 2* also allows players to command wingmen and ground forces and will feature new terrains to explore and patrol, including canyons and tunnels.

Newcomers to the game will be glad of a gentle learning curve that will gradually ease them into the action, whilst professionals will be challenged by complex new missions and obstacles to overcome.

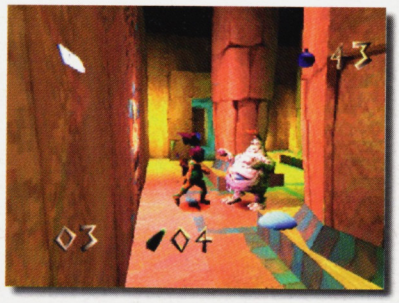
The game will be out in a couple of months and it was looking fairly complete at the show, the new cities in particular stood out as being something very special.

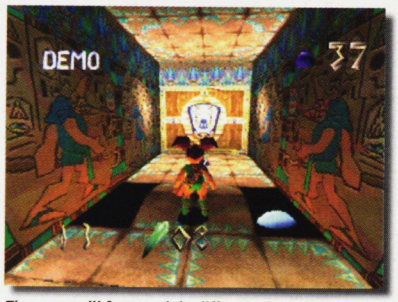
JULY 1999
PUBLISHER Sony
GENRE Action
1 Player
70% Complete
Anticipation
★★★

Tricks 'N Treasures

If you thought that the Temple Of Doom was bad enough, wait until you clock these levels!







The game will feature eight different characters and 15 different weapons, traps and spells to master. All this and 18 different levels to complete.

MAY 2000
PUBLISHER Sony
GENRE Platform
1-4 Player
40% Complete
Anticipation
★★

When the inhabitants of a small planet are searching for a new leader, you jump at the chance... but first you'll have to complete a series of gruelling tasks. This game features four-player simultaneous play as you try to out fox your opponents with a series of traps and hazards. It's a long way off yet though.

Tenchu II



Coming out before *MGS*, *Tenchu* was the first game to realise the concept of stealth attacks, and this full-bloodied sequel builds on this feature and makes for a compelling new adventure.

Tenchu II will feature more characters, new weapons, bigger levels and a few new abilities. The main one being swimming. Graphically it has been touched up and more frames of animation have been put into the central characters to give them more versatility. Playing it, there seems much more of a challenge than before which'll please the fans no end!

Toy Story 2



Based on the forthcoming Disney/Pixar film, which in turn is the sequel to the smash hit, computer generated movie, *Toy Story*, this game is a free-roaming 3-D adventure game.

You play as Buzz Lightyear and must embark on a perilous quest to save Woody from an overzealous toy collector. To do this you must navigate through seven worlds full of toy-related terror. One for the kids we think!

Leggit

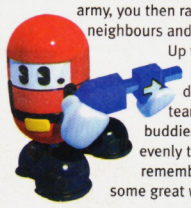
Cute, arcade action battles!



The working title should have been 'Battle of the Beans!'

DEC 2000
PUBLISHER Sony
GENRE Puzzle/action
1-4 Player
30% Complete
Anticipation
★★

A bit of a strange one this. The idea is to produce troops of 'buddies', weapons and vehicles by collecting and stacking coloured crates together. Larger crates make bigger, better prizes, so it's well worth getting a big stack together before you kick them open. When you have comprised a big, heavily-armed army, you then rage war on your neighbours and take over their bases.



Up to four players can battle it out simultaneously in eight different playgrounds. The onus is on teamwork, so you'll need to control your buddies well and distribute the weapons evenly to stand a better chance of survival – remember, safety in numbers! There are some great weapons to obtain as well, including rocket launchers and Uzis. Viewed from a third-person perspective, this has all the ingredients of being a multiplayer classic!

Wu Tang

A rappin' good fighter...

OCT 1999
PUBLISHER Activision
GENRE Beat-'em-up
1-4 Player
50% Complete
Anticipation
★★★

Combining celebrities with videogames has never really worked well in the past. Michael Jordan, and Shaq have appeared in dire games before, but it looks as though Activision could have got the balance right with *Wu-Tang*, a fighting game featuring the popular US rap band. You can play as the members, including Method Man, RZA and Ol' Dirty Bastard, and they each have their own unique fighting style and moves.

There are ten arenas to do battle in that resemble Staten Island, New York and ancient China. It will also feature three modes of play that includes practice, multiplayer and a progressive story that pits the group against and evil rival force and challenges them to improve their fighting skills by mastering the highly coveted 36 chambers.

We know it all sounds corny, but the game plays like a decent beat-'em-up. Loads of moves and a polished appearance will make it appealing to fighting fans, it's just the subject matter that's a bit suspect.



Activision's Wu-Tang, fighting, not rapping you understand. Don't scoff though, it's quite good!

X-Men



Thirsty for more Marvel-related bashing? Well this 3-D beat-'em-up has absolutely nothing to do with *Street Fighter*... which makes a change!

The game is a graphically impressive affair featuring all your favourite X-Men who are battling against Apocalypse and all his cronies. There are loads of moves to master and some dazzling special effects.

Vigilante Second Offense

Do you want non-stop, full-throttle vehicular mayhem?



Vigilante 8: Second Offense, new cars and guns – enough to satisfy any sadistic motorist!

OCT 1999
PUBLISHER Activision
GENRE Racing
1-4 Player
60% Complete
Anticipation
★★★

It was a show about sequels more than original products, and so it wasn't much a surprise to see *Vigilante 8: Second Offense* on display. Developed by Luxoflux, the game delivers more of the same in the way of driving and shooting, but there are more vehicles to command, brand new weapons to destroy things with and and vast new ensemble of crazy charismatic characters to assume the role of.

The game doesn't look very removed from the first outing, but if you liked that and hunger for more far-fetched driving destruction, then this is for you.


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IT'S OUR 50th ISSUE OF PLAY



Written By RYAN BUTT

PLAY IS 50 ISSUES OLD AND BETTER THAN EVER! AFTER ACHIEVING THIS RIPE OLD AGE, IT IS TIME TO LOOK BACK AND RECOLLECT THE DAYS GONE BY WHEN IT WAS BUT A STRUGGLING INFANT TRYING TO FIND ITS FEET IN THIS MAD, MAD WORLD OF PLAYSTATION GAMING!



It's hard to believe isn't it? PLAY, the UK's best unofficial PlayStation games publication is on its 50th issue. We've churned out more copies than anyone else, and still going strong. This is why we feel the time is right to open the vaults of the past and gaze lovingly (and often embarrassingly) back at past issues and chart the path to the high rolling success story that it is today. Of course, it's all changed since the olden days, and none more so than the amount of people that regularly tune in each month. But for this we thank Sony. Without its shrewd marketing tactics and canny ability to get the name of the Sony PlayStation thrust into the forefront of not just the gaming world, but everything cool, then we would never have so many readers to reach every month. This is a number that has steadily grown with each new year, and we here at PLAY are privileged to have such a remarkable machine to wax lyrical about. Of course, a lot of us industry journalists have worked on gaming magazines before, but ones whereby the fate of the machine has never been so assured.

"WE HERE AT PLAY ARE PRIVILEGED TO HAVE SUCH A REMARKABLE MACHINE TO WAX LYRICAL ABOUT"

There's nothing worse than having to pretend to be enthusiastic about a product just to sell magazines and hope that the system in question continues to enjoy a certain amount of success and sales. This was never the case with the PlayStation as it has enjoyed unrivalled success since it was first launched. Back in the 16-bit days of gaming when the Super Nintendo Entertainment System and the Sega Mega Drive were battling it out head to head, gamers were forgiven for not knowing which horse to back, but now things have become much clearer.

Sony has come from nowhere, established a viable gaming platform that is both easy to work on and a stunning showcase for new gaming styles and innovations, and catapulted it into the stratosphere. Of course, Ninentdo is no longer a major player in this rat race, and there is mumblings of Sega making a comeback with its Dreamcast console, but we say fat chance to that. With the PlayStation still going strong and the next generation machine on the horizon, victory IS assured.

All we can say is that we hope that PLAY magazine can continue to ride on the massive tidal wave created by this machine. Now let's get on with the history of PLAY so far...

50th ISSUE REPORT

JOIN US ON OUR LOOK BACK OVER THE HISTORY OF YOUR FAVOURITE PLAYSTATION MAGAZINE...



NOVEMBER 1995 — 01

Launched with a huge team, a very tight deadline and 29 official reviews, the PLAY juggernaut rolled off the press at the end of 1995, and was one of the first publications devoted to the PlayStation available on the newsstands. Perhaps the most surprising thing though, was the cover. Featuring a game by Psygnosis called *G-Police*, we were the first magazine to cover the game in great detail and were fully expecting to review it a couple of months later. However, this idea was scuppered by the fact that the game didn't actually emerge until December 1997! To this day we still can't decide what took it so long!

DON'T TELL ANYONE: *Somehow,* SF: The Movie *got 85%!*



DECEMBER 1995 — 02

Following our intentions from issue one to covermount a demo CD, the (then) nutty Deputy Editor decided it would be a jolly good idea to print an open letter to Phil Harrison – Sony's Communication Director, asking him to "Pull your finger out," and supply us with discs. You, the reader, were then asked to sign the letter and send it off to him. Oh dear.

DON'T TELL ANYONE: *Phil Harrison, needless to say, was not a happy man!*



JANUARY 1996 — 03

Already the magazine was growing in popularity. Our mature writing style that informed and not patronised seemed to prove a success. This issue featured a cover-mounted *Lone Soldier* pin badge and reviews of *Doom*, *FIFA '96*, and a whole host of forgettable dross such as *Hi Octane*, *Defcon 5*, *Assault Rigs* and *Shockwave Assault*.

DON'T TELL ANYONE: *The cover game,* Impact racing, *turned out to be crap!*



JUNE 1996 — 08

The exclusive *Resident Evil* review was undoubtedly the highlight of this issue. Primitive screen grabbing technology meant that the shots turned out a bit on the darkside, but this was nothing compared to the game's dark nature in genre. We loved it and awarded it 95%. We were also treated to the competitive delights of *Olympic Games* this month, a game that remained at the forefront of multiplayer madness for some time to come.

PLAY also prepared to visit the monster American E3 show for the first time, an event you are treated to again in this very issue. This is where all the big games are revealed!

DON'T TELL ANYONE: *The zombie dog was going to talk!*



JULY 1996 — 09

So began our obsession with beat-'em-ups! Namco's *Soul Edge* was announced this month and it was just too good an opportunity not to have anything else on the cover. The first screenshots prepared us for a breathtaking conversion (the name would be later changed to *Soul Blade*, though, for the PAL version) and the clock couldn't start ticking down fast enough for the Japanese release date. Also this month, a certain Crash Bandicoot appeared for the first time, little did we know that he would become the PlayStation's leading platform mascot. The big review this month was *Fade To Black*, scoring 90%.

DON'T TELL ANYONE: Tomb Raider *was first announced!*



AUGUST 1996 — 10

Who's that girl? That's right, we were the first magazine ever in the world to feature, the then unknown, Lara Croft on the cover. If the truth be told, as soon as we clapped eyes on Core Design's game we were pounding on the doors to get the exclusive, and when it was ready to be shown off, it went in lock, stock and two massive hooters!

Other big games in the issue included *Crash Bandicoot*, *Wipeout 2097* and *Destruction Derby 2*. Also, *Resident Evil 2* was announced, but as we all now know, this wouldn't emerge until some considerable time after this marvellous issue came out.

DON'T TELL ANYONE: GTA *was announced by DMA!*



FEBRUARY 1996 — 04

Still at the fledgling stage, PLAY was gradually finding its feet in a marketplace heavily populated by other PlayStation magazines. This issue featured a string of forgettable PlayStation titles that have paled into insignificance over the years. One that stood out though, was *Actua Soccer*. This was to become the leading football game.

DON'T TELL ANYONE: *Many working hours were lost as a result of Actua Soccer!*



MARCH 1996 — 05

This issue featured an explosive first look at *Tekken 2*, and featured full reviews of *Street Fighter Zero*, *Toshinden 2* and *Road Rash* and an exclusive first look at Psygnosis' *Formula One* game. This was also the month that GT Interactive announced that it was planning a PSX version of *Quake*. This never arrived, which is why we are dubious about *Unreal*!

DON'T TELL ANYONE: *The wrong year was printed on the cover, doh!*



EASTER 1996 — 06

This month we had the world exclusive review of *adidas Power Soccer* – okay so it doesn't sound like much now, but back then it was like nabbing the Holy Grail. We also featured *Viper* on the cover which was another game to suffer the delay disease. It finally rolled out a few months ago, but you probably missed it by blinking.

DON'T TELL ANYONE: *How did* adidas Power Soccer *get 95%? Anyone?*



MAY 1996 — 07

A new Editor and a new look. Damian Butt stepped into the fray as organ grinder and PLAY became an even more aggressive powerhouse overnight. This issue featured a first look at *Dark Forces* on the PlayStation and the first UK reviews of *Ridge Racer Revolution* and *Tekken 2*. Also this month, *Actua Soccer* became the third best-selling CD of all time!

DON'T TELL ANYONE: *Lucas is very protective over his Star Wars artwork!*

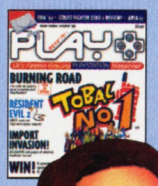
"SONY HAD SHIFTED OVER 220,000 PLAYSTATIONS IN THE UK, AN EARLY INDICATION THAT IT WAS DOING WELL..."



SEPTEMBER 1996 — 11

A split cover with *Die Hard Trilogy* (the Big Game, scoring 92% in our exclusive review) and *Terminator: Future Shock* a game which was promised the following Christmas, but never actually appeared. At all. It was also the month that the first *Formula One* game emerged in what was a to be a long and fruitful (with the exception of *F1 '98*) series for Psygnosis. News reports at the time also showed that Sony had shifted 220,000 PlayStations in the UK, this was just the start, and as you know, that figure has now sky-rocketed to five million, and rising. Still, an early indication that the machine was doing well though.

DON'T TELL ANYONE: *The T-1000 came back to kill the game.*



OCTOBER 1996 — 12

We did occasionally back an obscure runner in PLAY, and *Tobal No 1* was such an instance. We were blown away by this Hi-Res beat-'em-up/adventure game when it arrived in Japan. However, by the time it was released over here, much of its innovative edge had been lost over time, and so it didn't do as well over here as it should have.

DON'T TELL ANYONE: Tobal *sold very badly over here!*

Do you remember where you saw her first? Yes, Lara Croft first appeared in PLAY!

CONTINUED >



NOVEMBER 1996 **13**

An action-packed month for the PlayStation. Firstly, Sony announced the Yaroze – a black console that invited bedroom coders to try their hands at programming basic PlayStation games – now, sadly discontinued. Reviewed was *Project Overkill*, *Wipeout 2097*, *Crash Bandicoot* and *Victory Boxing*. All scored high percentages with the hard-faced judges.

DON'T TELL ANYONE: *The cover blood-splat was actually from* Mortal Kombat!



DECEMBER 1996 **14**

The month when Sony threatened legal action against any importer selling converter chips, the Spice Girls flicked on the Xmas lights – thanks to Sony – down Oxford Street, and *Formula One* sells half a million copies. Reviewed was *Tomb Raider*, *Destruction Derby 2* and *Soviet Strike*. We're not too sure of the techno head on the cover though!

DON'T TELL ANYONE: *Acclaim announced plans to release* The Crow. *Bad karma!*



XMAS 1996 **15**

A bit of a drab cover for a Christmas issue, but still, *C&C* was big business wasn't it? Sony revealed the Dual Analogue pad in Japan, *Time Crisis* was scheduled for release and Sony spilt the beans on its 1997 plans for PlayStation domination. Reviewed was *FIFA '97*, *Batman Forever*, the woeful *Bubsy 3-D* and the only 'Classic' went to *Pandemonium*, a platform game!

DON'T TELL ANYONE: *The Masked Reviewer made his first spooky contribution!*



FEBRUARY 1997 **16**

Another blinding issue. This month we bagged the exclusive review of *Rage Racer*, debated on who should play the film role of Lara Croft, and learnt about the new 'white' PlayStation that plays video CDs. We also looked at how *Resident Evil 2* was coming along, but the screens we featured looked nothing like the finished game – understandable really, seeing as the plot was rewritten and the central characters changed. Elsewhere in the issue, we gazed into our crystal ball to preview the big games of 1997, and a new writer was hauled down from Scotland to join the team. Graeme (for that was his name) has been here ever since.

DON'T TELL ANYONE: *Graeme was a genuine* PLAY *reader!*



MARCH 1997 **17**

Concept cover time again and this month we used the blood of a virgin to get the desired effect for *Resident Evil 2* (just larking – it was red ink). Blood was a key theme this month because we also got the first look at *Blood Omen: Legacy Of Kain*, the sequel of which is reviewed this month. The Masked Reviewer was also left out to dry upon the arrival of Tom.

DON'T TELL ANYONE: *Tom can't say a sentence with the word 'Jugs' in it!*



APRIL 1997 **18**

Another month in the fast lane meant that we were able to overtake *Need For Speed 2* and sketch down some details in our exclusive workstation. This was also the month that old games went Platinum, and Sandra Bullock was voted by you as the ultimate movie Lara (although the phrase 'bee-stings' sprung to mind when comparing the two ladies).

DON'T TELL ANYONE: *We still don't know who really is to play Lara in the film!*



EASTER 1997 **19**

This is one of our favourite covers, as the expression on Twinsun's face is one mirrored on the faces of the PLAY boys on a daily basis. The game only scored 83% though because we were too hooked on *Micro Machines V3* to give a damn about anything else. A price-cut on the PlayStation and cheaper games also had us buzzin' this month!

DON'T TELL ANYONE: Micro Machines *was confiscated by the Production Manager!*



MAY 1997 **20**

A relatively quiet month for official games, but thankfully *Bushido Blade* came from the East to keep us amused. The cover game was *Lifeforce Tenka* though and the *Man Bites Dog* style pose proved to be a big hit with our readers. We also expressed our annoyance at the censoring of *Soul Blade* and the removal of a split-second glimpse of Sophitia's ass!

DON'T TELL ANYONE: *This month we managed to blow-up two PlayStations!*



JUNE 1997 **21**

This was the month that the Tamagotchi was released in the UK, ours lasted precisely four days before being ceremoniously stomped underfoot. This was also the month that *Need For Speed 2* got awarded 90%. For months, readers griped and debated how big Graeme's 'bung' was. He still maintains it was all "Above board, guv'nor," though.

DON'T TELL ANYONE: *Eidos's F-1 game still hasn't actually appeared...*



JULY 1997 **22**

We were overjoyed to get hold of a copy of *Tobal 2* for review, but less than thrilled when we found out it wasn't going to be released over here. The first game didn't perform with the English-speaking folk, and so this brilliant game, that merged two genres perfectly, would never be released anywhere other than Japan. A tragic waste. Also this month, *Syndicate Wars* finally got reviewed, *ISS Pro* humiliated everyone else on the pitch and a new, cheaper streamline PlayStation arrived – with the relocating of the laser, and minus the phono sockets. But still, that didn't harm the sales, and the millionth 'Station was sold!

DON'T TELL ANYONE: *This issue sold about as well as* Tobal!



"RYAN HAD RATHER ENVIABLE GUINEA PIG CHEEKS AFTER GOING ON THE PLAYSTATION RIDE IN BLACKPOOL!"



AUGUST 1997 **23**

Dinosaurs! Camp firemen! Gangsta dogs! A good issue this one. The cover was another concept, involving taking a compass to a picture and then scanning it in. The big news though, was that *Tomb Raider II* was on the way and Lara's place in the PlayStation hall of fame was cemented. The Computer Exchange ads featuring Toby also caused uproar!

DON'T TELL ANYONE: *Ryan had guinea pig cheeks after The Ride in Blackpool!*



SEPTEMBER 1997 **24**

This month PLAY went to Atlanta to visit the E3 computer games show, and it was filled with gems such as *Crash 2*, *Rapid Racer*, *Street Fighter Ex*, *RE 2*, *Metal Gear Solid*, *Colony Wars* and *Tomb Raider II* – as you now know, they all went on to be major hits. We were the first magazine to feature a *Time Crisis* cover, which tied-in with our exclusive import review.

DON'T TELL ANYONE: *Capcom has kept the same* RE *E3 props for three years!*



OCTOBER 1997 **25**

After introducing Lara Croft to PlayStation gamers, it seemed only right that Core Design gave us the exclusive first look at *Tomb Raider II*. This was a big seller, especially after the immense success of *Tomb Raider*, and it wasn't long before Lara Croft was thursting her cleavage from all manner of publications, including lifestyle ones – not bad for a polygon chick! This issue also featured a work in progress report on *Metal Gear Solid*, and it is interesting to see just how much the game changed when it was finally released looking back at the early screenshots we had then. Reviewed were the likes of *Street Fighter Ex* and *The Lost World*.

DON'T TELL ANYONE: *A huge selling issue, this one!*



NOVEMBER 1997 **26**

This was Ryan's return to PLAY as Editor, and after the tranquil ease of producing PowerStation magazine and dealing with game solutions, landing in the thick of the happening world of reviews magazines proved to be a shock to his system. He soon got over it though and was soon scoffing free lunches and puking over PR people like the best of 'em!

DON'T TELL ANYONE: *Apparently,* Total Drivin' *should have been on the cover!*



DECEMBER 1997 **27**

Not a striking cover, but a good issue nonetheless. It featured fulls reviews of the eagerly awaited *Final Fantasy VII*, *TOCA Touring Car Championship*, and also saw high scores awarded to *Nightmare Creatures* and *Colony Wars*. The *FFVII* score sparked a massive debate amongst our readers, some thought it deserved more than 93%, others didn't.

DON'T TELL ANYONE: *Dark covers always sell less – fact!*



GRAEME NICHOLSON SERVED 35 ISSUES

Finest Hour Visiting Lorne Lanning at Oddworld Inhabitants in California. He's a Lucas-style visionary.
Sorriest Score Nine percent for Extreme Snow Break. It made me cry, that game did.
Favourite Game Piñata

The first few issues were like a dream. I was working with the people who wrote my favourite magazine, actually being given money for playing games, but it was too good to be true. There's evil here. A program of torture, blackmail and paranoia is employed to squeeze the last energy from our souls. I can't stop fantasising over the deaths of my colleagues and don't sleep well.





ISSUE 28 SPRING 1997

As soon as we heard about *Grand Theft Auto*, it just had to be our cover game. Unfortunately, such was shortage of decent artwork that we had to go with the B-listed *Pandemonium 2*. Okay so the art was pretty good, but we went a bit too far in the review and labelled the programmers "Lazy," Hence a very humble apology and longer night's kip for the tired and emotional reviewer.

This issue also featured a special preview video that featured clips of all the exciting new games to look out for. Okay so it wasn't a demo CD, but at least it was the next best thing, and you could tape over it!

DON'T TELL ANYONE: *Smashing video tapes is fun!*



ISSUE 29 JANUARY 1998

A huge look ahead to the games of '98 was spearheaded by *Tekken 3*, although many of our readers thought is was misleading to feature the game on the cover. This issue also featured a first look at *Gran Turismo*, exclusive reviews of *Duke Nukem*, *FIFA: Road To World Cup '98* and *Crash 2*, and we announced MGM's new PlayStation Bond game!

DON'T TELL ANYONE: *So where is* Tomorrow Never Dies, *the Bond game, then?*



ISSUE 30 FEBRUARY 1998

Due to the *Bushido Blade* cover art never arriving, we had to run with the much lesser known game, *One* (which is probably the amount of people that actually bought the game, Hur hur!). We also published the first PlayStation shots of *Tekken 3* and reviewed *Star Wars: Masters of Teras Kasi* – although having Chewie duff-up Leia just didn't seem right!

DON'T TELL ANYONE: *Games with bad names aren't big magazine shifters.*



ISSUE 31 MARCH 1998

The problem with reviewing import games is that often decent artwork just isn't available. Why else do you think we had to use a car from *Ray Tracers* and slap a *Gran Turismo* logo on the bonnet? This turned out to be one of our least favourite covers, but the *GT* review more than made up for it and the crown of 'best racing game ever' was duly awarded. The results of the great Play reader's survey also came flooding in and we were delighted to learn just how much our readers thought of the magazine, and got a good insight into your buying habits – which also made interesting reading for the games companies.

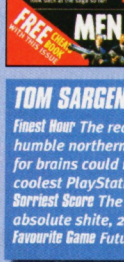
DON'T TELL ANYONE: *The cover we love to hate.*



ISSUE 32 APRIL 1998

It's easy to make friends in this industry, but much harder to keep them, especially when the games aren't up to scratch. However, an unrelated dispute meant that we couldn't get our hands on any official *Resident Evil 2* art to tie-in the cover with our exclusive import review, so we had to improvise. Hence some poor soul having to dip his hand in a pot of paint for this scary bloody palm print. But still, the review went well and we awarded the game 96%. So impressed were we in fact that we went on to thank each and every one of the staff who made it!

DON'T TELL ANYONE: *Lou's desk is still stained with paint!*



TOM SARGENT SERVED 34 ISSUES

Finest Hour *The realisation that a humble northern lad with sheep s**t for brains could make it onto the coolest PlayStation mag in Britain.*
Sorriest Score *The Crow: City of Angels, absolute shite, 21%!*
Favourite Game *Future Cop: LAPD*

Jeez! 34 issues of Play under my belt. I can hardly believe the two-and-a-half years of drunken debau... hard work we've all put in have gone so quickly. I'm far too old for this kind of thing of course, but my youthful good looks (according to my girlfriend), desperate bid to keep fit and eager anticipation of the PlayStation 2 should stand me in good stead for some time to come. I hope.



ISSUE 33 EASTER 1998

A monumentous issue for us. Shifting over 130,000 copies, this broke all previous company records and catapulted Play into the forefront of gaming magazines. Folk who had previously ignored us were suddenly speaking to us like old mates and it seemed as though we'd finally got the respect we had strived so hard to get. All this and it had a lizard on the front for goodness sake! This month we also revealed the hidden characters in *Resident Evil 2* and first news of Sony's PlayStation spin-off – the PocketStation

DON'T TELL ANYONE: *An extra 50,000 copies were printed!*





"GEX FRONTED PLAY 33, SHIFTED OVER 130,000 COPIES AND BROKE ALL PREVIOUS COMPANY RECORDS . . ."



ISSUE 34 MAY 1998

The first import review of *Tekken 3* knocked the stuffing out of us this month. It was so good we couldn't stop playing it... until someone reminded us that we had a deadline. We also heard more about the Sony PocketStation, played the UK version of *Gran Turismo* and went football mad with a string of World Cup games. With sales on the up, things were rosey!

DON'T TELL ANYONE: *Two covers for the same game... it must be good!*



ISSUE 35 JUNE 1998

We were told that *Time Crisis 2* was coming to PlayStation. Great, we thought, although there were no actual console images at the time, at least it would make the perfect cover – breaking the story and explaining what the game would contain. However, we were then later told by a different source that it wasn't coming out. Erm, so where did that leave us?

DON'T TELL ANYONE: *We have been assured again that* Time Crisis 2 *is happening!*



ISSUE 36 JULY 1998

This issue featured an exclusive review of *Vigilante 8*, plus an exclusive look of a never before seen kart racing game called *Super Deformed Racing* (*SDR*), which would later be snapped up by Sony and changed to *Speed Freaks* (sound familiar?). It was also the first issue of Play to give away a free demo CD – okay so you had to ring-up and be sent it, but still...

DON'T TELL ANYONE: *The demand for the CDs was so high that we soon ran out.*

"IT'S EASY TO MAKE FRIENDS IN THIS INDUSTRY, BUT MUCH HARDER TO KEEP THEM WHEN THE GAMES ARE CRAP!"



ISSUE 37 AUGUST 1998

This issue was an E3 extravaganza, packed with hot new games from the biggest computer games show of the year. Ryan jetted off to Atlanta and returned with a week remaining on the issue to recall what he had done and seen and get it all written up. There were some marvels like *Metal Gear Solid*, *Spyro*, *Crash 3* and *Silent Hill*. Others like *The X-Files*, *Messiah*, *Popcorn* and *Shadowman* have strangely still not come out. We were also the first magazine to speak to Reflections about its curious new game by the name of *Driver*, and promptly featured it in this issue. Strange how everyone else jumped on the bandwagon!

DON'T TELL ANYONE: *Also a popular month for demo CDs!*



ISSUE 38 SEPTEMBER 1998

It was only a matter of time before that bandicoot got his mug on our cover, and this month our defenses crumbled. We think you'll agree that it was one of the brightest ever though. This issue also featured more big games from the E3 show, an exclusive look at *Street Fighter Alpha 3* and the announcement of *Soul Calibur* – Namco's sequel to *Soul Blade*, although we later found that this wouldn't appear on the PlayStation. This month also saw the release of *Heart Of Darkness*, a game four years in the making that emerged like a wet fart as opposed to the fanfare we were expecting. Needless to say it wasn't brilliant! continued>

DON'T TELL ANYONE: *Third time lucky, Crash got a cover!*

BEN LAWRENCE SERVED 11 ISSUES

Finest Hour Seeing my debut review in print. I leapt around the office, danced in the street and showed everyone!
Sorriest Score Baby Universe. It was my debut, It got 22% and I was worried what Ryan would say!
Favourite Game Music



Although I'm still considered by the lads as the new boy, (after nearly a year), writing for PLAY is far better than pulling pints in my old job! My favourites tend to be third-person adventures or platformers and I think the PSX2's got a bright future in front of it. I have a hard time reviewing some games because I have a tendency to laugh and at everything. The way Lara wiggles... ha!



This was a great month for PlayStation games. *Tekken 3* finally arrived officially, *Duke* turned out to be more playable than *Tomb Raider*, and we finally got to play *Metal Gear Solid*. With so many hot titles in the pipeline, we knew it was only a matter of time before we outgrew the measly 100 pages we were allocated for the mag, so a change was imminent!

OCTOBER 1998 **39**

DON'T TELL ANYONE: *The controversial review of* Wild 9 *was nearly pulled!*



The mag went up to 132 pages, Ben Lawrence joined the team, and this issue was a triumph against adversity. Everybody rose to the extra workload and Ryan was particularly proud of the lads for producing the finest issue yet. Packed with features such as *TRIII*, *Soul Reaver*, and the first ever *Metal Gear Solid* review, could things get any better?

NOVEMBER 1998 **40**

DON'T TELL ANYONE: *We completed* MGS *three times when reviewing it!*



"IT WAS ONLY A MATTER OF TIME BEFORE WE OUTGREW THE MEASLY 100 PAGES, SO A CHANGE WAS IMMINENT..."



Those who thought issue 39 was a monster, choked when the vast wad of issue 41 materialised. With the page count upped to 148, this was the month that nearly killed us. With everyone given specific orders to write twice as much for everything, filling it wasn't a problem – especially with so many games coming out. The main talking point was the cover though – why did we give such an honour to a game that only rated 68%? This was the hot subject of debate in the letters section for months to follow! This issue was also the first to sport the rigid spine, which can't be bad.

DECEMBER 1998 **41**

DON'T TELL ANYONE: *The team were mentally exhausted!*



Another 148-page giant! This month introduced you to Raziel – the demonic blood-sucker from *Soul Reaver*. Such was our faith in this game, that we took the bold step of being the first UK magazine to feature it on the cover, an honour we rarely place on a game that not many people know about. It paid off though and this issue was a huge success.

XMAS 1998 **42**

DON'T TELL ANYONE: *We were the first magazine to feature Raziel on the cover.*



This was the first issue of the magazine to sport a lavish 'fifth colour' cover – hence the eye-catching neon orange effect. This was also the first magazine to feature *Ridge Racer Type 4* on the cover, and it completely sold out in no time. New inclusions to the editorial content this month included new celebrity interviews, kicking off with Fat Les, alias Keith Allen.

JANUARY 1999 **43**

DON'T TELL ANYONE: *The star interviews are done by Martin Klipp, AKA Weasel!*



A month of mixed fortune this. We thought was had the exclusive first look at *Carmageddon* – only for another mag to emerge with exactly the same cover. But then we did have an exclusive interview with Welsh rockers The Stereophonics, beating even the specialist music press off the mark. A tight Christmas deadline meant that this issue was slightly rushed as our thoughts turned to Eastenders, stuffed turkey and throwing-up outside pubs. But you wouldn't have thought it with our exclusive review of *Ridge Racer Type 4*, and first looks at *Prince Naseem Boxing* and *No Fear Downhill Mountain Biking*. Happy new year!

FEBRUARY 1999 **44**

DON'T TELL ANYONE: *We thought the cover was exclusive!*



Another car cover, but it was *Gran Turismo 2* so we'll be excused. The first review of *Silent Hill* had us disappointed, the first pictures of *Dino Crisis* has us gasping and the return of Gex had us about as excited as the prospect of free Viagra with only Camilla Parker-Bowels for company. But still, a new game by the name of *Syphon Filter* had us howling at the moon, almost proving as great as *MGS* in the review stakes!

EASTER 1999 **47**



DON'T TELL ANYONE: *That* Crash 3 *jacket was the baddest!*



This cover looked a lot better on-screen than it did when it was printed, but we think the flashy silver writing made up for it! We delved into the horrific secret of *Silent Hill* this month in a full preview. We also reviewed the official PAL version of *MGS* and insulted a legion of fat, moustached frea... sorry, bowlers, with our review of *Brunswick Circuit Pro Bowling*. GT also announced a PlayStation version of *Unreal*... which we still refuse to believe will ever appear!

MARCH 1998 **45**

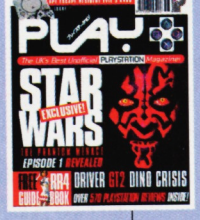


DON'T TELL ANYONE: *Tom gets hate mail... from bowlers!*



A totally new cover look by our standards. When the first images of *Star Wars: Episode One* emerged, we naturally wanted to go down that route for the cover. However, harsh letters from LucasArts began to surface and we knew the American giant would never allow a renegade unofficial publication like ours to use its precious art. No problem, we were still able to promote the fact that we had info on the game, and in this case the words spoke louder.

MAY 1999 **48**



DON'T TELL ANYONE: *In an ideal world, this was the cover!*



A stylish front cover if ever there was one! A stunning result of editorial working with design in perfect harmony. This issue was packed with celebs as we interviewed Audioweb and Michael Owen, plus Ryan Hart was crowned World *Tekken 3* champ! Elsewhere we had an exclusive first look at *Croc II*, Ben spoke to his idol, Terry Pratchett, and a whole load of turkeys arrived for review including *A Bug's Life*, *Global Domination*, *Live Wire*, *Eliminator*, *Rugrats*, *Retro Force* and the pathetic *Running Wild*. It wasn't all bad though, at least *Gran Turismo 2* emerged to give us all fresh new hope that the PlayStation's future was still secure!

APRIL 1999 **46**

DON'T TELL ANYONE: *The art was actually* Aliens Vs Predator!



Bang up to date now and this was an issue we were particularly happy with. After drawing a blank on numerous occasions to find a cover, we finally went for this particularly fine *Mission: Impossible* render. Okay so it looked a bit like the *Silent Hill* one, but the contrast of colours meant that it commanded attention. In the run up to the E3 show, games were scarce, but we still managed to squeeze in loads of reviews, including a world exclusive on *Croc 2*. PLAY

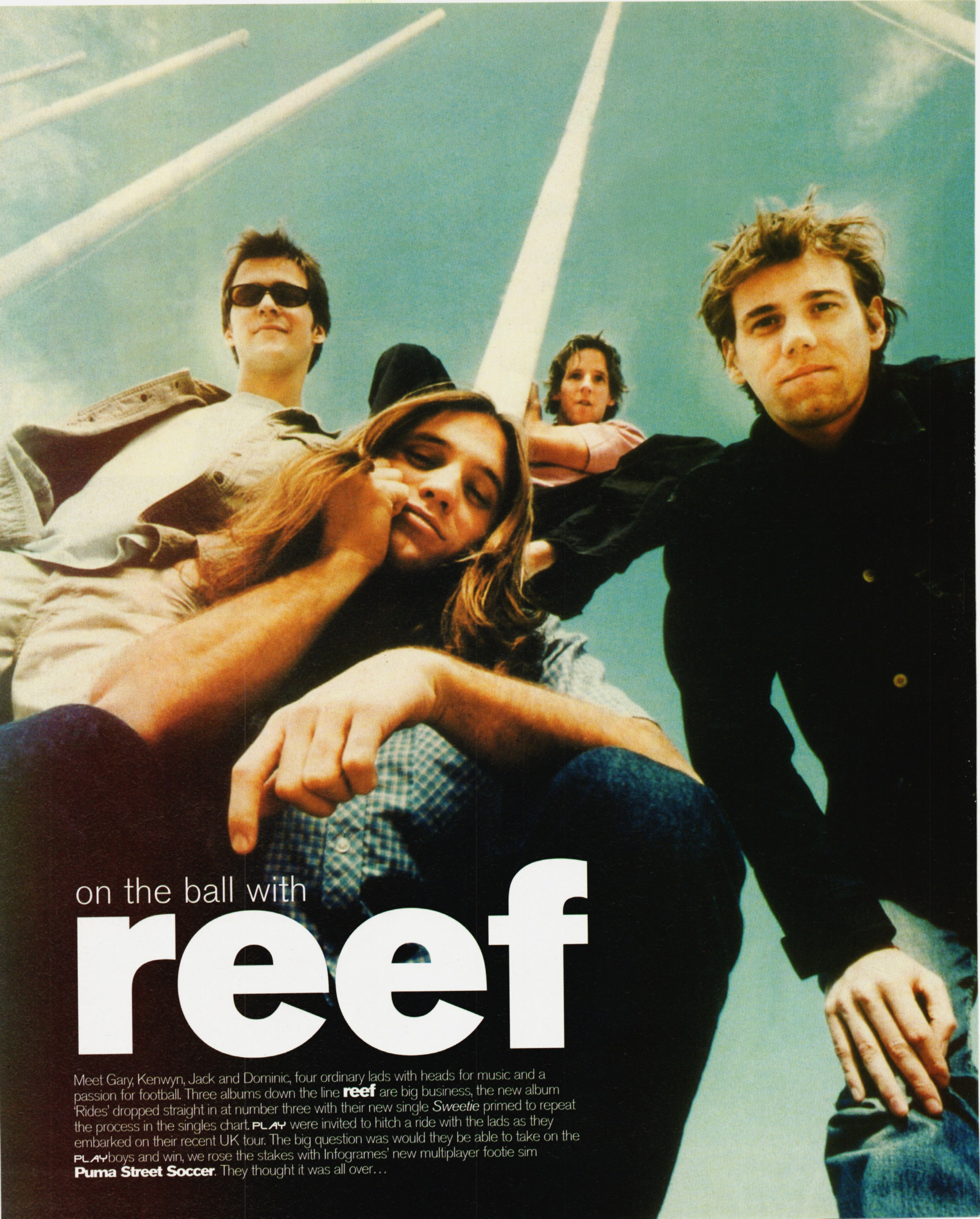
JUNE 1999 **49**



DON'T TELL ANYONE: *We were refused a* Croc II *cover. Us!*

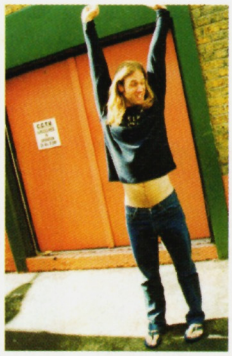
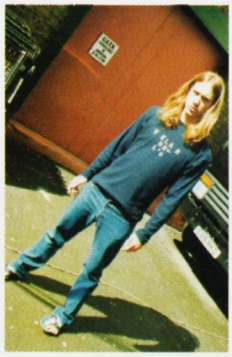
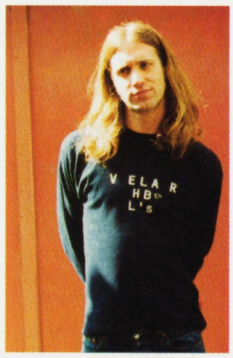
SEE YOU IN ISSUE 100 WITH MORE HAZY RECOLLECTIONS!


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on the ball with reef

Meet Gary, Kenwyn, Jack and Dominic, four ordinary lads with heads for music and a passion for football. Three albums down the line **reef** are big business, the new album 'Rides' dropped straight in at number three with their new single *Sweetie* primed to repeat the process in the singles chart. PLAY were invited to hitch a ride with the lads as they embarked on their recent UK tour. The big question was would they be able to take on the PLAYboys and win, we rose the stakes with Infogrames' new multiplayer footie sim **Puma Street Soccer**. They thought it was all over...

PLAY *What's the Story behind the name Reef?*

Kenwyn We were called Naked but had to change it because there was another band with the same name. We liked the girl on the test card so we phoned up channel 4 and found out her name was Carol Hershey. We couldn't really call the band Hershey but from Carol we got Coral and from Coral we got Reef. It's also a metaphor for the band, a reef's a living, breathing thing that's constantly evolving and changing, in these respects it's a bit like the band.

PLAY *You say your constantly evolving as a band, how hard was it to get started in the industry?*

Kenwyn We were all living in London when it started, it was a case of sitting down one day and deciding we were going to make a real go of the band. From there we got a house together and started recording. It was hard to begin but then it always is at the start. It's a real buzz to remember the days of printing up your own flyers and begging your mates to come to some dirty little pub to playing sold out venues with tens of thousands of fans who you've never met, its cool!

PLAY *Gary's vocals seem to be quite lead driven in your songs, has this always been the case, and where do those ridiculous semi words like 'wobolob come from?*

Kenwyn Gary's voice is his instrument, we wouldn't say that all our songs are completely lead driven. In a band you act as a unit this applies especially to Reef, we're all characters in our own right and play our instruments to the best of our ability. When we right songs often we lay out the music and Gary will sing along, sometimes he hums or just makes up words, which may or may not be turned into real words when we actually record the track. Hence wobolob on the last single. Look if it sounds cool and fits the track why change it?

PLAY *Where does the Reef Sound come from?*

Gary It's just a big melting pot, life, experiences, different bands. It's hard to name a few bands because you miss out so many others. When you have a group that is into such a diverse range of artists, and styles, it really keeps you on your toes it keeps things interesting.

PLAY *Moving on to games, are you big gamers?*

"WHEN TOURING, THE PLAYSTATION IS ESSENTIAL..."

Gary Yeah we love it, a few of us have got PC's at home. Ken and Dom have got really powerful Mac laptops. When we're touring, the PlayStation is essential, I mean what else are you supposed to do traveling ten hours a day on a bus? It keeps us out of trouble and off the streets.

PLAY *What games grace your PlayStation?*

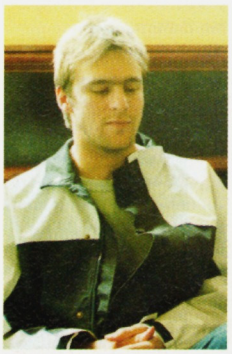
Gary As a band it's got to be *FIFA '99*, if we're not playing *FIFA* on the PlayStation we're outside playing real football, smashing tourbus windows.

PLAY *So how many windows have you smashed?*

Gary We've done a couple of bus windows and lost a few balls, we even had David Bowie's bus driver stab one of our balls to shut us up.

PLAY *Why?*

Gary He was trying to sleep and we were playing outside, it was at some festival in Europe, so we kept kicking the ball at his truck and he was getting really f***ed off. He finally broke when Dom smacked the ball square at his window, upon which he got out of his truck and stabbed our ball. We thought it was hilarious but he wasn't very happy.





PLAY *Going back to games what were your first experiences of computer games?*

Jack I had an Atari 2600, the wicked wooden dashboard one, I wish I'd never sold it. It's true what they say – all the best things you have when you're younger, *Pac-Man*, *Pitfall*, I had a whole shed-load of games for it. We had Elite on the ZX spectrum and it took f***ing ages to load. We couldn't copy it either, no matter how many different ways you tried, we did it all, low, high frequencies it was impossible so in the end we just gave up, went down to John Menzies and played it in the shop.

PLAY *Apart from FIFA what types of game do you play?*

Dom *Resident Evil 1* and *2* are f***ing brilliant. I'm into the more logic, puzzle solving games rather than mindless shoot or beat-'em-ups. *Gran Turismo* is also pretty class! I love the way you start off with a really s*** car and can build on and improve it.

Jack *Quake* was a good laugh, but at the moment I'm stuck on *Half Life* and it's doing my head in! Unfortunately with what we do I start playing *Quake* or *Half Life* and half the day is gone, so I can't do it that often.

The best thing with games today is the ability to play against your mates especially for us on the tour bus. I guess it's a way of escaping the usual routine for a few hours.

Gary we had this awesome football league on the bus when we were touring Europe. Kenwyn was Southampton I was Wolves (it was Villa but I continued >



reef play
Puma Street Soccer

FIRST IMPRESSIONS:
Gary The idea of street soccer is pretty good, especially if you're in a band or are constantly on the go. The intro was cool and it's got a lot of nice touches like playing at the airport or parking lot. That was different.

GRAPHICS:
Kenwyn Not bad, they looked a little blocky and the camera angles were sometime a little confusing. The replays were fairly standard but to be honest compared to *FIFA '99* no matter what novelty is used in the game anything, unless its really special, is going to look dull in comparison.
★★★★★☆☆☆☆☆

PLAYABILITY
Dom It was all a bit confusing especially with four + players, although we didn't have two days to play the game and test it properly you could tell there was something lacking. It was very easy to score goals and the whole power shot thing made the game too unrealistic. We did like the way you could throw your opposite man off the ball and do some pretty harsh violent tackles plus the diving headers and overheads. Again it was just made to look ordinary compared to *FIFA '99*.
★★★★★★★☆☆☆

SOUND
Gary Korn were cool on the soundtrack, not sure how well they actually suited the game. The in-game effects were fairly bog standard and the commentary was average.
★★★★★★☆☆☆☆

OVERALL
Gary At the moment it's hard to find anything even close to *FIFA*, even with the novelty factors like power shots and playing at airports. It could be a good laugh once you have mastered all the moves and I can see it being quite amusing to play if you're pissed-up with your mates, but compared to *FIFA* it falls well short.
★★★★★★☆☆☆☆



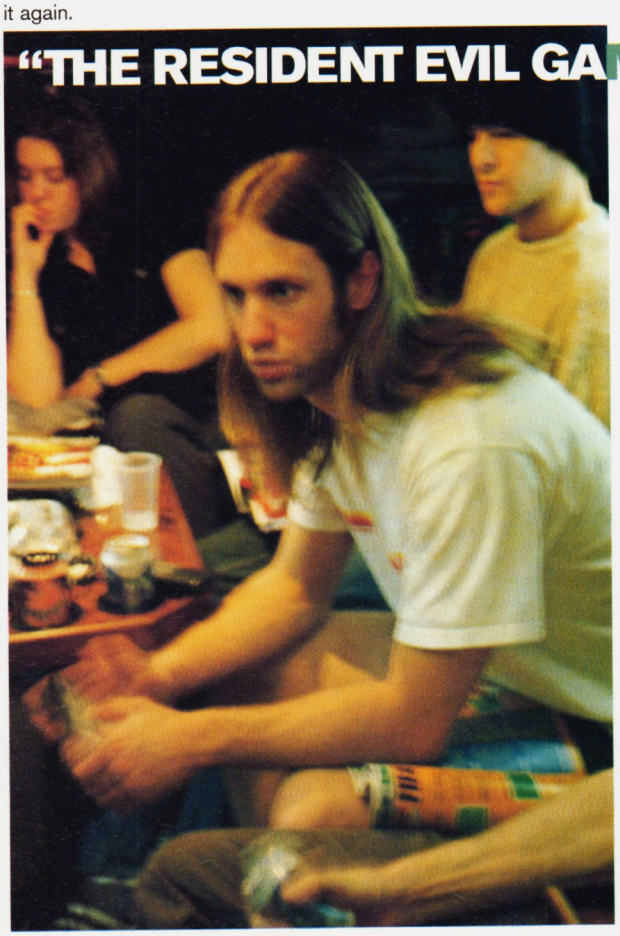




continued > modified it) Jack was Liverpool and Dom was Manchester United. It got down the last game of the season I'd beaten Jack once and he had beaten me once and we were both miles ahead of everyone else and on exactly the same points. It turned out I had to beat our sound man playing as West Ham nine nil to win the league in the last game of the season on goal difference. I beat him ten nil and won the league. It was f***ing top quality, it's times like that where you realise how good a game like *FIFA* really is because we used to be *Actua* addicts but since *FIFA '99* we've been converted.

PLAY *So you're pretty good on the PlayStation, but can any of you actually play, or is it only tour bus windows that are at risk?*
Kenwyn As a band we're actually pretty good we play pretty much at every chance we get. We've entered the music industry celebrity six's three times. Won it once, got to the quarter finals and the semi's on the other two occasions, unfortunately we're touring this year so we'll just have to wait until next year to win it again.

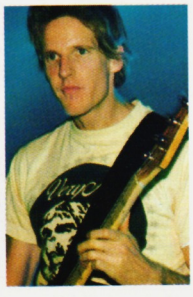
"THE RESIDENT EVIL GAMES ARE F***** BRILLIANT!"



PLAY *Gran Turismo had loads of famous bands on the soundtrack, would you ever consider writing or lending a track to the sound track of a game?*
Kenwyn Yes, of course if it was a good enough game, in fact I think we've already done it. There's a new game coming out called *Tony Hawk's Skateboarding* his nick name is 'New Bird' and that's also the name of the first track on the new album.
PLAY *If you could design and star in any game what would the game entail and who would you be?*
Dom I'd be Laura Croft sitting at home playing with my breasts. No seriously I was actually thinking about it the other day (the game thing not Lara's breasts). I just think it would be cool to have a game without limits, where you can go anywhere and do anything, as Jack was saying with *Half Life* that's got to be a step in the right direction where you can go anywhere and do anything within the given environment.
PLAY *The PlayStation 2 has been announced will it be on your shopping list?*
Gary Oh yes, although it is a fair way off. It'll be another nice addition to the tour bus.
PLAY *There were many rumors floating about when you first started that you were the quintessential rock band, sleeping with six girls a night and other wild rock star antics, now it seems you've gone all philosophical what's going on?*
Gary I don't think any of us have shagged six girls in one night I'm sorry to say! We don't try to adhere to the rock and roll cliché, we don't want to live to those set of rules. We just do what we want there's no point going around being something you're not.
PLAY *What was the last entertaining thing you did?*
Dom I watched *Antz* on my laptop that was cool, this new DVD's wicked.
PLAY *Talking of films Star Wars... excited?*
Kenwyn Oh yeah, that's going to be a whole day, just sit there with mountains of popcorn and just let it play on a loop. We're really going to have to sort ourselves out with *Star Wars*, there's no point in being on tour and seeing it rushed we don't even need to see it the first day of release. It'll be a case of just going to a nice big cinema on our day off and spending the entire day there. Going back to the soundtrack thing that's one we'd definitely love to do.
PLAY *Finally then, who's going to win the console war then, Sega, Sony or Nintendo?*
Dom I'd say Sony just for the volume of games, but saying that both Nintendo and Sony have got some excellent games on one hand you've got *Zelda* and *Rogue Squadron* and on the other you've got *Gran Turismo* and *Metal Gear Solid* – it just depends what your into. This new Dreamcast looks pretty smart but if the games are crap it'll fall flat on its face like the Saturn.
PLAY *Thank you, Reef.* PLAY







McLaren

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SOUL REAVER

LEGACY OF KAIN

DAMNED AND DESICCATED, NOSGOTH LAYS IN RUINS, ABANDONED BY MEN, BUT FAR FROM UNINHABITED...

Kain. Murdered senselessly as a human, sought revenge walking the earth undead, becoming one with the night. Kain. Megalomaniac, warlord and conqueror of Nosgoth. Kain. Leader of the damned, all powerful ruler of the undead and unquestionable in his supremacy. Until now, that is...

due June 22

Raziel, Kain's dark lieutenant, who swept through Nosgoth obliterating human life and bringing a new era of suffering to the world, out grows his master. He evolves, grows wings and succeeds Kain as rightful ruler of the dead. Enraged with jealousy, Kain tears Raziel's wings from his back, casting him into oblivion for eternity.

His undead spiritual force is strong though. He survives. Waiting for the time to seek revenge. That time is now.

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Eidos
Contact ✆	0181 6363000
Price	£44.99

One Player | Dual Analogue | Memory Card

DID YOU KNOW?

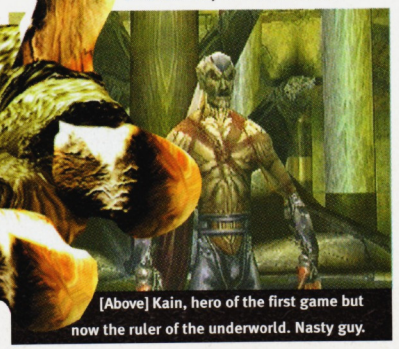
- *There are such things as vampires. Ben knows one.*
- *The vampire bat's saliva contains an anaesthetic so it's victim can't feel the bite.*
- *It also contains an anti-clotting substance to keep the blood flowing!*
- *The best actor to portray Dracula is the little known Douglas Child.*
- *You'll never find a vampire managing an Italian restaurant.*

FONT OF PUTRESCENCE

Soul Reaver is not a sequel to the original, top down, *Legacy Of Kain*. It is an evolution, one that drags us deep into the bowels of the land of Nosgoth, a third-person adventure lavished in evil, loneliness and desolation. *Tomb Raider* can now, kindly, p*** off.

Raziel, on his embittered search for Kain and retribution, begins deep within a cave, awoken by the mysterious 'Elder', his spiritual mentor throughout the game, then he sets out into the ruins that are Nosgoth. Unlike all other adventure games, *Soul Reaver* is set in one huge level, interwoven by undead clan territories. Raziel can travel anywhere he desires depending on his ability to get there. The need to learn spells, how to swim and climb, or even walk

PLAY CLASSIC



[Above] Kain, hero of the first game but now the ruler of the underworld. Nasty guy.

"RAZIEL IS FOLLOWING FIRMLY IN LARA'S FOOTSTEPS RATHER THAN KAIN'S ORIGINAL TACTIC TO SLAUGHTER EVERYTHING WITH A PULSE!"



[Above] The land of Nosgoth is utterly stunning, with dark abandoned churches, crumbling spires reaching into the blackened sky and structures so eerie your blood chills.



[Above] A sure fire cure for indigestion. Simply place a spear through the soft part of the abdomen, raise into the air and twist until you feel better. [Inset] With a victim on the floor, burning to death, suck up their souls for food.

EVIL HISTORY

The land of Nosgoth has had a turbulent time in history, darker than any other. Let us guide you through it.

A lush green place once inhabited by all walks of life, Nosgoth soon changed dramatically one fateful night outside a tavern. Murdered brutally, the human, Kain came back from the dead to seek revenge. Systematically wiping out every demonic warlord he rose to power, bringing legions of the damned back to life to conquer all those who stood before him. He ruled for an eon with his personal militia at his side until one day, a cruel twist of fate decided that Nosgoth needed a new dark leader...



"MORPHING THE TWO WORLDS TAKES YOUR BREATH AWAY..."



[Above] The first encounter with Kain is quite simply electrifying!

through walls ensures that not everywhere is accessible at first, requiring great thought and confidence to make ground. These abilities are learned in the heat of battle, dispatching a foe of notoriety means Raziel absorbs their soul, then acquires their strength. These skills can then be applied to the hidden areas through out the game. Thankfully, the huge bleakness of Nosgoth is navigable via portals scattered throughout the land. If you find one and open it you will then be able to travel to portals you've visited beforehand. Think *StarGate* without Kurt Russell... and a lot more blood.



[Above] To warp between planes near the beginning of the game you need to stand in these portals.

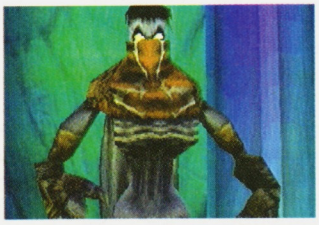
PENTALICH OF TAROT

Nosgoth doesn't just exist as the fractured shell of a world that it materially is, it also exists in a greater dimension, the spiritual plane, one inhabited by ethereal beings and lost souls. Entering this plane warps reality, actually altering the structure of Nosgoth seamlessly as the PlayStation endlessly spools data off the disc. To witness the morphing of the worlds near enough takes your breath away. There are no loading times and every time you jump between planes your TV crackles with excitement. Crystal Dynamics, please take a bow.

Manipulating yourself between both spiritual and material Nosgoth is also vitally important to the success of continued >

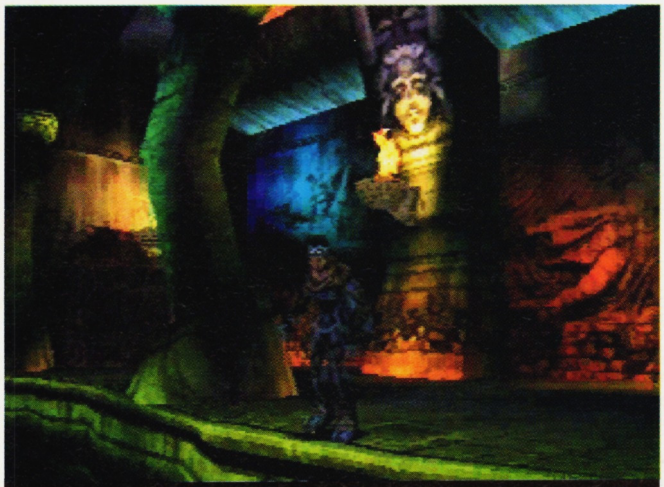


[Above] Inside this amphitheatre awaits a few horrible surprises. Make sure you're well prepared with as many spells and weapons as possible. We won't give it away though...





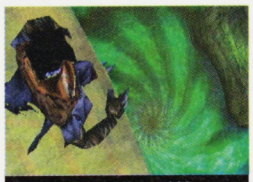
[Above] Raziel can pick up a variety of objects to use as weapons. A boulder makes a great weapon but to kill an enemy you have to think of better plans. Enter the fire! [Inset] Tall, dark and handsome. Also dead and soulless.



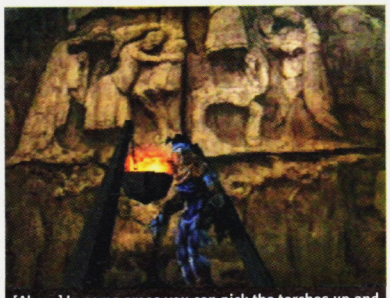
[Above] Look at the lighting. Look at the scenery. Do you want this game or do you want this game? Raziel goes through so many stunning areas you end up losing count of them all!



[Above] Meeting Kain again for the first time in over a thousand years the two of them don't get on too well. Kain is rude, Raziel is a little up-start. These vampires eh? [Inset] Find objects around Nosgoth and they might help.



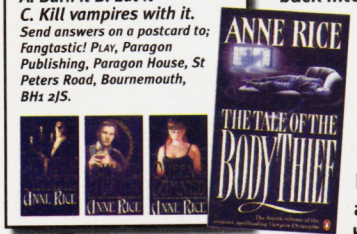
[Above] The swirling void looms. Whatever you do, don't fall in!



[Above] In some areas you can pick the torches up and carry them around to light your path.

WIN PRIZES FANGASTIC

Thanks to the lovely people at Waterstone's Bournemouth (01202 299449), we've got a complete collection of Anne Rice Vampire Chronicles to give away to one lucky reader. All you have to do is answer the question.
What would you do with a wooden stake?
A. Burn it B. Eat it
C. Kill vampires with it.
Send answers on a postcard to; Fangtastic! PLAY, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, BH1 2JS.



continued > Raziel's quest. A wall may melt away or an obelisk may grow from the rock offering a platform. It's gob smacking to behold. The spiritual plane offers more than just a stepping stone to inaccessible areas though, being dead already, Raziel cannot die. This means that when he's fatally wounded in the material world he gets sucked back into the spiritual where he must seek sustenance and hunt souls to return to his quest. This takes the edge off the urgency of battle, knowing you are basically invincible but in no way does it distract from the gritty addiction of gameplay. Once you absorb enough souls it's business as usual.

"SOUL REAVER IS MORE THAN JUST A THIRD PERSON ADVENTURE, IT'S A WHOLE TALE OF JEALOUSY, BETRAYAL AND REVENGE . . . "

NUPRAPTOR'S HEAD

Nosgoth itself is strangely devoid of life, the game being heavily puzzle orientated, so, although you find yourself looking for a fight you also find time to soak up the exquisite scenery. It's devastatingly beautiful but disappointingly barren. You'll encounter a demon here or there but Raziel is following firmly in Lara's footsteps rather than Kain's original tactic to slaughter everything with a pulse. It doesn't stop the game from being chillingly gripping though and the haunting music and desolation of Nosgoth only add to the cold atmosphere.

Raziel is tremendously well animated and his surroundings are epic. In fact, the whole feel of *Soul Reaver* is epic, more than just a third-person adventure, but a whole tale of jealousy, betrayal and revenge. With the sharply intelligent script, soaring environment and perfectly realised characters (when you discover them!) *Soul Reaver* screams of quality.

So get you're best fitting thinking caps on, crack open a bottle of the finest holy water and step warily into Raziel's accursed world, steeped with death and suffering. He's waiting to show you around the place... PLAY

YE GOOD OLDE DAYS...



Blood Omen: Legacy Of Kain was this monster's baby brother and a completely different genre and game. Viewed from a top down perspective the game was far more RPG orientated and to be quite honest, it was ugly! Starring as Kain himself you were a blood-sucking anti-hero out for revenge after your bloody murder at the hands of some nasty yokels. It was a devilish little game, with the same Shakespeare-like dialogue and eerie atmosphere, we gave it 81% and although aged horribly, it still plays like a little corker!







LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
CREEPS	8

92%

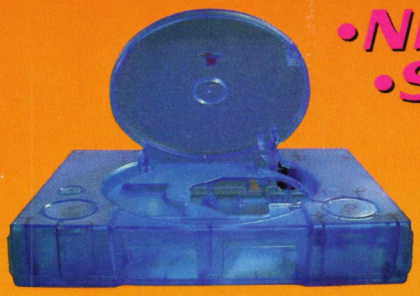
This is nothing short of fang-tastic!

Alternatively:
Tomb Raider 3 93%
Legacy Of Kain 81%

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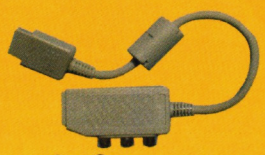
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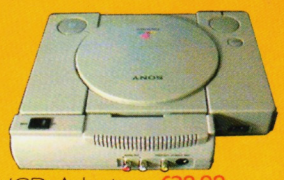
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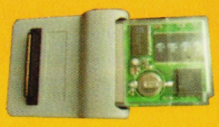
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HE'S OLD, HE'S GOT A BIG HEAD AND HE'S STORMING BACK TO... NO, HANG ON, HE'S JUST FALLEN OVER!

PLAY INFORMATION

OFFICIAL PAL UK

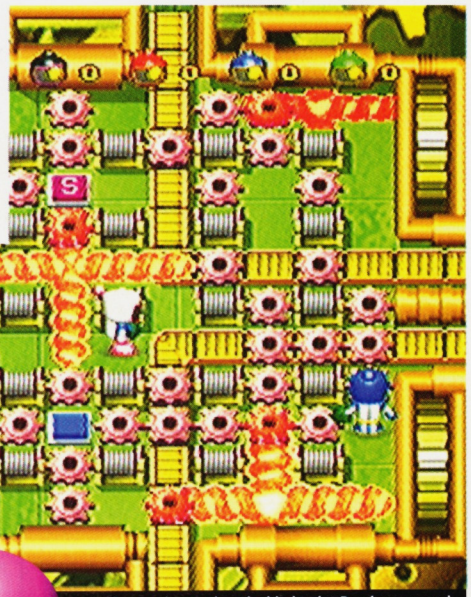
Publisher	Virgin
Contact ✆	0171 3682255
Price	£34.99

One Player | Dual Analogue | Memory Card | Multiple Players

Resurrecting the dead, a job for Dr Frankenstein, Blondie's tour manager and every major software house with some past classic rotting in a storeroom. "I've got a good idea," someone once said, "Why don't we fool the suckers into buying this dog turd by coating it in saccharine and labelling it 'retro'." And so it was, the software zombies lurched out of their stale crypts and found their way in high streets nation-wide. *Bomberman* is no exception and George Romero would be proud.

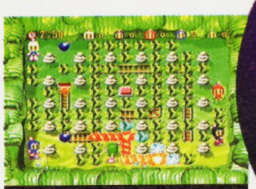


due July 27



[Above] In a big factory full of explosives and cogs they decided to let Bomberman and his chums loose. What a smart idea that was! [Inset] Look at me everybody! Very nice.

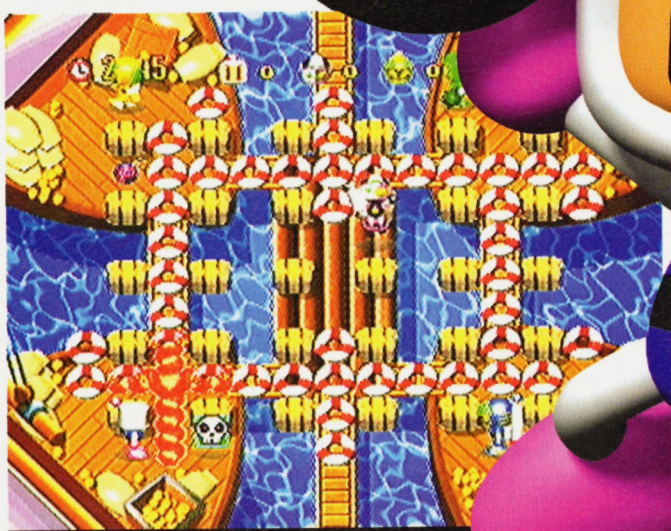
"SHOULD BE NAMED BUMMERMAN!"



[Above] Underwater shells protect you from the blasts of bombs.



[Above] Ah, the lovely stage select! Choose between a green field, blue field or brown field. Such fun!



[Above] Quickly, fetch a lifeguard, somebody's going to fall in. Whilst you're at it call in the bomb squad, things are looking nasty!

SHORT FUSE

The helmeted goon needs no introduction, neither does his eternal quest to lay explosives, he has been 'wowing' gamers for over a decade. Planting bombs strategically within a maze, he read the last rights to many a sprite as well as many a friend in the multi-player games. It was certainly a riotous old laugh at the time and spawned many sequels, many of which landed on the PSX. This up-dated version of the original is fairly endearing. Old Bomby (as his chums call him) is back to what he does best, laying traps and giving bizarre monsters what for when they get trapped in the

DID YOU KNOW?

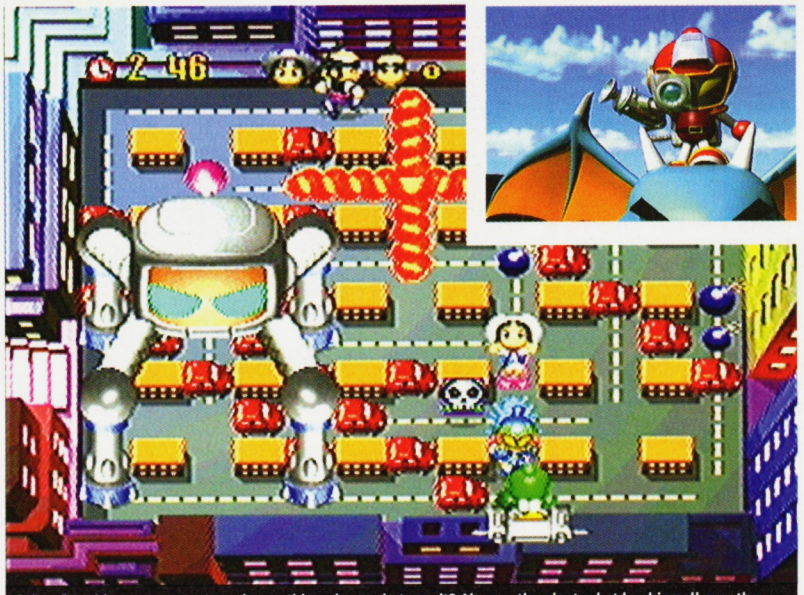
- *If an asteroid only a mile wide hit the Earth the impact would be greater than 1000 nuclear bombs.*
- *The word 'Bomb' originates from a Swiss word meaning 'The Old Man Who Broke Wind In A Dynamite Factory.'*
- *Although cartoon characters swallow bombs to put them out, you shouldn't copy them.*

BOMBERMAN

Written By BEN LAWRENCE



[Above] Hardly on Cloud Nine, if you get caught in a blast you haven't got far to go until you're in Heaven. Well, that's comforting to know isn't it! Let's hope you don't get caught though!



[Above] Avoid your opponents and something else... what was it? Ah, yes, the giant robot lurching all over the screen stomping on cars, buildings and anyone unfortunate enough to be too slow. [Inset] The FMV is cool!

CUSTOMER COMPLAINT



Since writing this review we have had a complaint from the Zombie International Troopers (ZIT). A few remarks may have suggested that Zombies were dead when in fact we would like to point out they are merely 'Retro People.' This means that although deceased, they still consider themselves fit and active and have fought to be accepted in society. We apologise for any misunderstanding and wish every 'Retro' form of life (alive or unalive) our heartfelt support. Unless they are a bunch of crap.



[Above] Lego even makes it's mark in this game, we're not sure explosive bricks are a good idea though



[Above] The desert of skulls. How creepy. How boring.

"MORE CHALLENGING THINGS ARE ATTACHED TO KETCHUP BOTTLES!"

blast. Sentimental? Yes. Entertaining? No. It's all so lack-lustre, the question that needs to be asked is, 'Who cares?' Games have been and gone, or expanded. *Bomberman* has only undergone a facelift... and we all know how horrible they turn out. All those scars and scabs! Constructed from 50 embarrassingly similar levels, it will pass innocuously through your hands within an hour, never requiring you to pick it up or open the box again. More challenging things are attached to the tops of ketchup bottles.

The multiplayer mode is where some life still desperately lingers thanks to the small variety of obstacles and playgrounds to annihilate. Underwater, riding in a mine cart or fart-arsing around a miniature F1 circuit, *Bomberman* comes to life to entertain again, if only for a brief while. Don't expect this mediocre thrill to last either, no matter how many friends you've conned into coming over, it just doesn't last. We think Hudson, the game's developer, realised this because they've included a custom option to create your own arenas. Triumph at last? Don't be silly, you can only choose where power-ups appear and nothing else.

For players experiencing *Bomberman* for the first, time this game offers the rudiments of what *Bomberman* is about. A basic maze, basic power-ups (extra bombs, further reaching explosions) and basically unchanged from his debut outing. Think we're fibbing? Well, to prove we're not, the disc also features the original *Bomberman*, the kind you'd play on a bad emulator. Spot the difference and you win a fiver.



[Above] If you go down to the woods today, you're sure of a nasty surprise. It's not bears, it's bombs!

BOMBED!

At one time or another everybody will have crossed Bomberman's path but putting on such a bad performance this time round makes us think the old guy should buy himself a pipe and put his feet up for a while. This, unfortunately, should be named *Bummerman*.

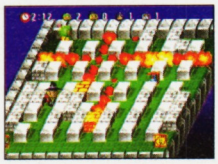
PLAY

BOMB-BARDMENT

This is the Bomberman game you want to be looking at. It's called Bomberman World, and it's worlds away from the latest release...







Although in 3-D Bomberman World quite literally dumps on this revived effort from a great height. So far Bomberman World has been the best PlayStation game to feature the little guy thanks to the variety of puzzles, playing arenas and multiplayer mode. He's certainly come a long way since his first appearance over a decade ago, having appeared on at least eight computer consoles. It isn't known whether he'll make his ninth visit in the form of a PlayStation 2 game but if he does you can expect it to be immense. Our money's on a definite showing at some time!

As for now though, stick to BM World or simply get an emulator for your Pc, it'll be better than this effort!





62%

Somebody fetch his slippers, he's looking tired

Alternatively:
Bomberman World 85%
Trap Runner 72%

DRIVER

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	GT Interactive
Contact	0171 4865099
Price	£39.99

One Player | Memory Card

Dual Shock/Analogue

PREPARE TO BE DAZZLED, GOB-SMACKED AND TAKEN FOR THE WILDEST RIDE OF YOUR LIFE. AND THAT'S GUARANTEED...

Where do we start? It isn't often that we PLAY boys clap our eyes on a game that oozes such intense quality it actually leaves us stunned. *Driver* is one such game though, and for anybody not wanting to own it they may just as well pack up their PlayStations and go live in a hole with N64 owners. Let us now chauffeur you around the game that is destined for infamy and a number one place in the charts. Sit back, enjoy the ride and just ignore the flashing blue lights behind us.



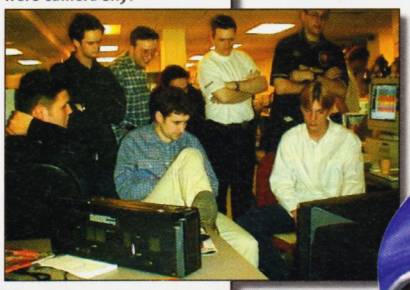
[Above] They're on your tail so drive, drive, drive like the wind!

DID YOU KNOW?

- 82% of crime getaway vehicles are burned.
- 5% Get exported and only 1% get re-sprayed.
- The other 12% are unaccountable.
- Road accidents are the second largest killer in England.
- The first are smoking related diseases.
- The 1578th is being kicked by a horse.
- The 2097th is choking on a fridge magnet.

IT'S MOTOR MAYHEM HERE

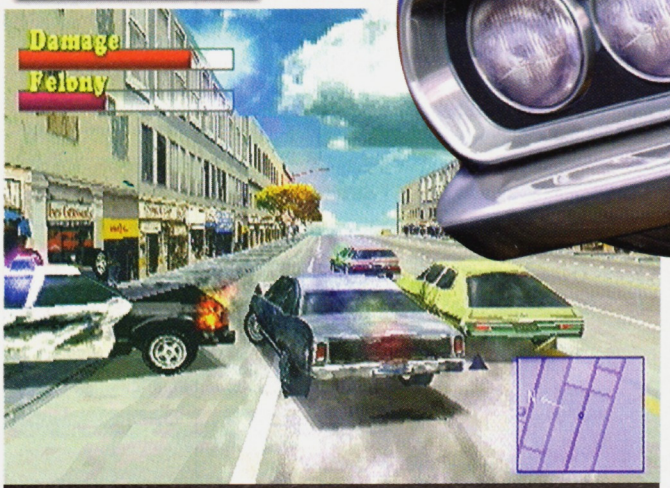
*Like flies around dog poo we came! This is what happened when **Driver** arrived, the other thirty people watching were camera shy!*



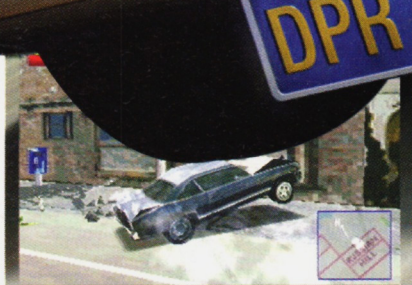
MISS DAISY

The magnitude of this game makes it hard to pin-point an exact place to start gushing praise all over it, but let's start with

due June 22



[Above] The first rule of the road is that when a policeman decides to pull you over and asks to see your driving license... you show it to him. You don't ram him off the road and dart off.



[Above] It's cool to be a driver in Driver but try and keep to the roads. Walls, do not a good road make!



[Above] Handbrake slide out into the busy traffic at these crossroads and watch your passenger scream!

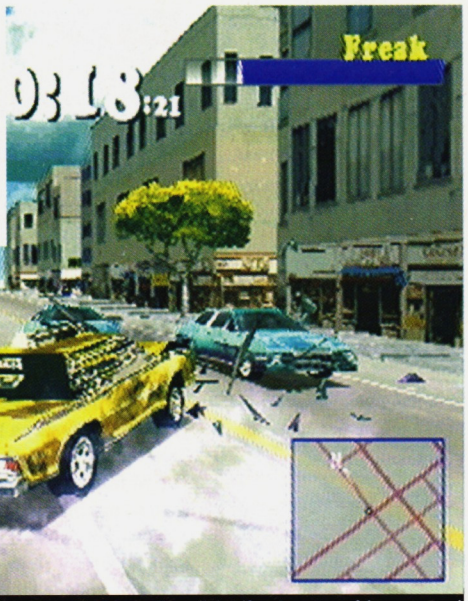
Written By BEN LAWRENCE



[Above] An arrow. Your biggest friend in the game, follow them!









[Above] Driving headlong into traffic is an excellent way of losing a police tail, but if you're not careful you may end up as a mashed mobster! [Inset] San Fran is famous for its hills but to stay on the ground is harder than normal.



the story. It's the Seventies, you are an undercover cop acting as a freelance driver for hire. Crime bosses hire you and you try and crack their scum covered syndicates from within. Simple. The acting in the cut-scenes is pure mature Cheddar but that's all you need to know where plot and story are concerned. Where *Driver*'s immense strength lies is under the bonnet.

Beginning the game in sunny Miami (San Francisco, LA and New York are the other three cities) you except missions courtesy of your clapped out answering machine then quite simply jump behind the wheel.

The developer, Reflections, has exacted the movement of your car to perfection. Every delicate inclination and movement of your vehicle obeys the laws of physics precisely.



[Above] What a lovely box shot! Heading through crates and barrels is extremely satisfying!

PLAY CLASSIC

acceleration and blazing off down the road. In San Francisco, you can sink yourself deep into every tacky action film ever made by bombing it down the hills of Pacific Heights, leaving the ground in a high pitched whine of tyres through the air, then

"AN ADRENALINE RUSH THAT'S SO EXPERTLY CONCEIVED TO TWEAK YOUR NERVES YOU JUST CAN'T PUT THE DAMN JOYPAD DOWN!"

Handbrake turns around right-angles are a dream, your wheels spinning out wildly, a thick rubbery skidmark trailing on behind, then shifting into gear, hitting the



slamming down onto tarmac, your suspension buckling, smoke fuming from your engine and then hurtle through stacks upon stacks of empty cardboard boxes. Absolute and utter perfection, an adrenaline rush so expertly conceived to tweak your nerves you can't put the joypad down. You will not find another driving game with better handling.

ITALIAN JOB

The missions complement the car dynamics, pushing the PlayStation's capabilities further than anyone has ever taken it since *GT*. Most missions are time-based, giving you a limited period to pick up felons and the like but the continued >

ROAD BLOCK

One of the most difficult parts of Driver is getting past police road blocks, so to show you exactly how to do it we borrowed a couple of cars from a pair of old women and took them out the back!

Step One *Approach the road block at full speed, aiming for the rear of one of the outside cars.*



Step Two *Hit the car at it's furthest point causing it to spin 90° and free the road ahead.*



Step Three *The hit car will continue to turn on its momentum so apply the gas and accelerate again. Giving the bird is optional.*



Step Four *Carry on driving as the crippled car continues to spin in the middle of the road. Next... How to rob a bank using a banana.*





[Above] Quick, call a medic! No, in second thoughts just drive as fast as you can to escape! Never help!



[Above] Ram that tram! The passengers aren't too happy with you but remember that trams are far sturdier than your cars will ever be! [Inset] The typical back alley, full of litter and all waiting to be smashed to oblivion!

continued > game system is so clean. You have two bars: damage and felony. The greater the damage the worse your car's handling until eventually you stop in a ball of flame and twisted metal. The second bar increases if you're involved in any misdemeanours, the longer that gets the harder is it to avoid the ravaging packs of police cars. So it is with great caution and skill that missions are accomplished. If your felony bar is at zero and you're driving at a sensible speed, obeying road signs the police will ignore you. Common sense really. There are times that common sense needs throwing out of the window and pure recklessness is the order of the day. From picking up a passenger and scaring him to death, stealing a cop car, hotrod and nuclear bomb to ramming armoured cars off the road, the choice of mission is stunning. *Driver* does pay a tiny penance for all this gameplay and that comes in the form of long loading times and pop up, but hey, you can't have everything!

If for one minute you think you've completed the game then think again. Depending on how efficiently you carry out your objectives the more messages you receive on your phone. These branch off in all directions offering new work and so throwing the game wide open for replay value, there's stacks of it!

Kentucky farmland only added for you to run riot on. Why?

Just because Reflections felt like it.

How any developer managed to produce such a blistering package on what is essentially an old console is almost beyond belief. The fact that they did manage it is nothing short of a triumph. To see *Driver* is to believe it. No amount of screenshots or us journos dribbling like loonies over it does any justice. It's only when you pull off your first perfect handbrake turn at 90 miles an hour into on-coming traffic that you realise just what you have in-front of you... a masterpiece. The best game we've played for ages and absolutely recommended. PLAY

"YOU WILL NOT FIND ANOTHER DRIVING GAME WITH BETTER HANDLING!"

"IT'S ABSOLUTE AND UTTER PERFECTION..."

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turn to page 18





[Above] The first stage of our four step road clearing exercise (see above.) We didn't actually need to smash him out of the way, we could have gone around but this is much more fun!

BULLIT

Thrown in, almost as after thoughts, are other games like survival where the whole city's PD comes out to play, trail-blazer, time trials, and there's even a whole



PLAY

LOOKS	9
SOUNDS	9
GAMEPLAY	10
VALUE	9
OFFENSES	8

94%

Nothing short of a motoring masterpiece

Alternatively:
Grand Theft Auto 88%
Destruction Derby 2 82%

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GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to pick your prize, crack the code and it's yours!

09069 107820 Instant Win!

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 31st August 1999 after which they may be replaced by a similar service on the same number. Actual design may vary.

Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to **InfoMedia Services Limited** 'Claims Dept'. PO Box 28 Northampton NN1 5DS. Helpline 01604 542399 Winners Line: 0660 011001. **www.InfoMedia-Services.co.uk**

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APE ESCAPE

A DEAD GENRE IS REINCARNATED BY THE BIG BOYS. NOW GET GOING – THERE ARE MONKEYS TO BE CAUGHT!

Written By GRAEME NICHOLSON

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Sony
Contact ✆	0881 505505
Price	£39.99


One Player


Memory Card


Dual Analogue

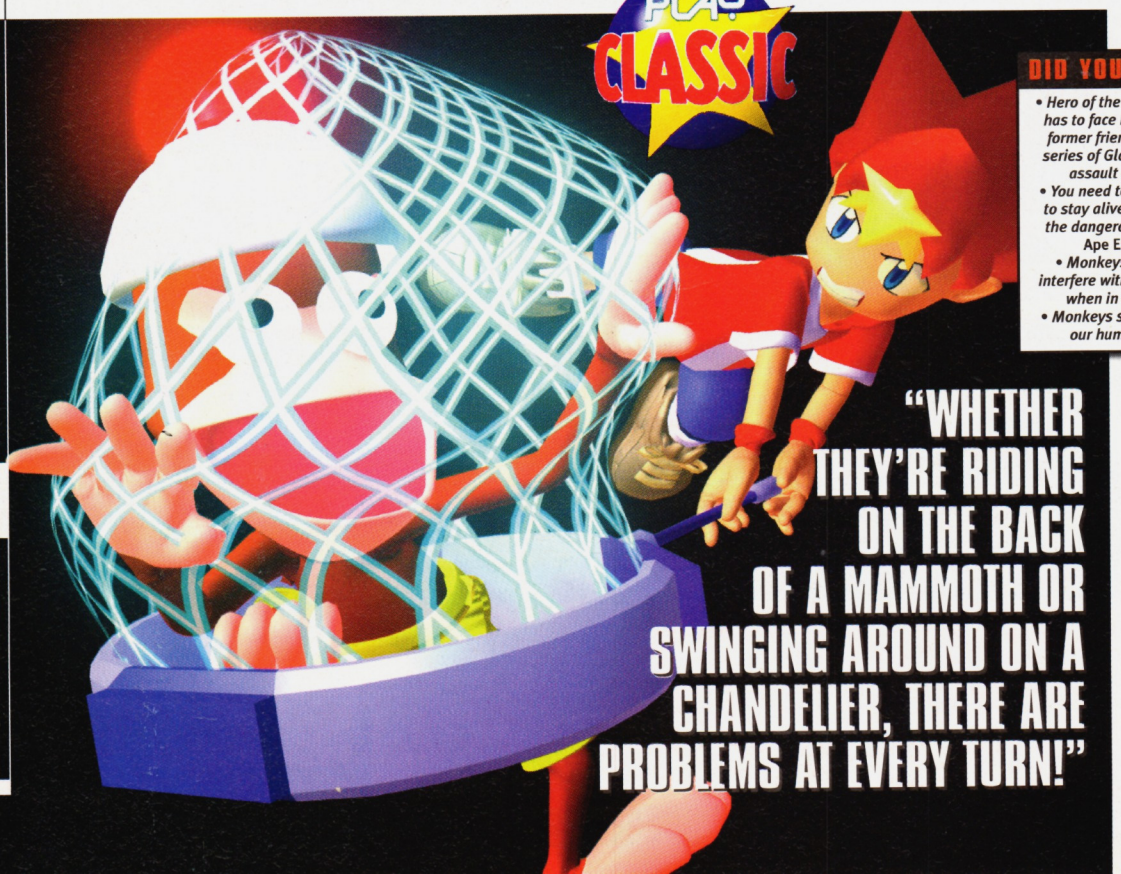
due June 22

Sony's Next Big Thing is genuinely something special this time. Gone is the effeminate infant dragon and comparatively desolate levels of *Spyro*, and in their place a lively ten-year-old kid and endless hours of the most idyllic, swarming, fanciful locations you can imagine. The kid is Spike. His hair looks like somebody chiselled it from a house brick. His task is mercifully simple, like the best platform games of old. A bunch of monkeys have escaped, he's got to catch them. Quick.

Luckily, the act of actually bagging one of these cheeky little chimps is abnormally satisfying, even after dozens of ape infested levels. Spike's been issued with a Stun Club (a legally astute name for what is basically a toddler issue Lightsaber) and a monkey sized Time Net. Strike one of these shrieking primates on the bonce with the Stun Club, seize him with the Time Net and you're one monkey closer to meeting the quota of captured apes necessary to finish the level. This simple concept is made challenging by placing the monkeys in precarious, dangerous and unlikely places throughout *Ape Escape's* brightly coloured levels. Whether they're riding on the back of a mammoth or swinging around on a chandelier, there are problems at every turn. A crazy professor regularly sends Spike his latest inventions to deal with just these sorts of situations – brilliantly implemented contraptions that add much glee to the monkey capturing process.



[Above] This is the moment, sometimes after 20 minutes of trying to reach one of the little sods, that keeps you playing until your thumbs give in. [Inset] A barrage of special effects accompany the ape netting antics.



PLAY CLASSIC

DID YOU KNOW?

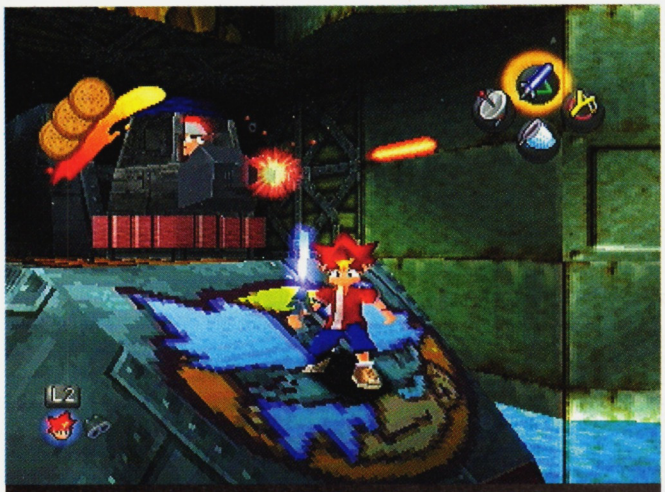
- *Hero of the game, Spike, has to face his rival and former friend Buzz in a series of Gladiator-style assault courses.*
- *You need to eat cookies to stay alive throughout the dangerous levels of Ape Escape.*
- *Monkeys only ever interfere with themselves when in captivity.*
- *Monkeys share 99% of our human DNA.*

"WHETHER THEY'RE RIDING ON THE BACK OF A MAMMOTH OR SWINGING AROUND ON A CHANDELIER, THERE ARE PROBLEMS AT EVERY TURN!"

GOING APE

The game relies heavily on this series of fantastic gadgets that little Spike can pull out to save the day in a dizzying number of predicaments. From the indispensable slingshot to the amusing monkey radar, all gadgets make excellent use of the right thumb stick while Spike's movement is controlled in full analogue by the left.

The problem that this throws up is about hardware. You need a Dual Shock pad to play *Ape Escape* at all – no digital

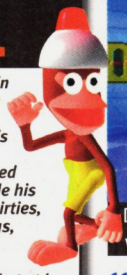


[Above] Monkeys don't just throw banana skins in *Ape Escape* you know. The further you leap through time, the more advanced they get, until one day you're on the wrong end of a cannon.



[Above] Who got a little over creative with the Shockwaves gel? [Inset] The boy wonder jumps for joy, then disappears into an explosion of magical visual effects when he snares the last rampaging monkey on each level.

ESCAPING APES...



Although following in a similar vein to Ape Escape, the classic monster King Kong is far from cute and cuddly. This over-sized anthropoid first made his break back in the Thirties, climbing up buildings, hugging Fay Wray a little too closely for comfort and being shot at by badly animated bi-planes. Screaming on-lookers were the order of the day, too (along with half a dozen miniature sets of legs that dangled robotically from the bottom of Kong's wrinkled fist.)

Ape Escape features hundreds of normal sized apes who not only climb buildings, but fire rocket launchers, grenades and set traps for you. Fay Wray is now dead. Bi-planes are replaced with a fishing net and the only screaming on-lookers were those who couldn't get a go. So, now you know. Ape Escape *has nothing whatsoever in common with King Kong. So there.*



[Above] The yellow Water Net helps you swim under water and fires square nets at submerged chimps.

MONKEY HERO

Give *Ape Escape* a good go and you'll be sympathetic about the apparent controller fascism. The game's use of the Dual Shock is second-to-none and should serve as a template for platformers in the making. One



Controllers aside, *Ape Escape* is tremendous fun. It's not particularly difficult, but there's so much to be done that you certainly won't finish it in a flash. Using all the gadgets is so different from anything you've done in previous platformers that you need to learn new skills, too, and the whole thing becomes very addictive. Like, eight-hours-in-a-row addictive. As with nearly every PlayStation attempt at a 3-D platform game, it looks less solid than the *Mario 64* or *Banjo-Kazooie* games it's trying to emulate, but that doesn't encroach any on the fun factor. Gameplay is rarely this pure. Get monkey spanking!

PLAY

"YOU NEED TO CONSTANTLY LEARN SKILLS ...THE WHOLE THING BECOMES ADDICTIVE..."

pad alternative. Clearly the dedicated gamer will already have the requisite device, but the casual player who likes to bash away at *Micro Machines V3* with his mates on the odd evening might feel a little like he's being held to ransom. Dual Shocks have been packed in with PlayStations for a while, but that doesn't account for everybody. You don't buy this £20 kit, you can't play Sony's latest platform blockbuster. Harsh.

gadget in particular illustrates the point, the RC Car. The small, remote controlled vehicle can be driven anywhere, through gaps too small for Spike to fit or onto pressure switches in hard to reach places. It can hurt enemies and even pick up items for you just by touching them, but its incredible versatility only comes about because it's controlled entirely via the right thumb stick. Spike himself has to be controlled simultaneously, by way of the left thumb stick, and there's just no way to replicate such advanced control features with your regular D-pad and symbol buttons set-up.



[Above] It's amazing what they'll put in the water these days. Little Spike has to row using both Dual Shock sticks, and try not to fall in the water at shore.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
ZONES	

90%

Marvellous, action-packed platforming fun

Alternatively:
Spyro The Dragon 88%
Jersey Devil 83%

OMEGA BOOST

Written By BEN LAWRENCE

THE MAKERS OF GT LAUNCH THEMSELVES INTO DEEP SPACE, BEYOND THE BOUNDARIES OF EVERYTHING WE'VE EVER KNOWN...



PLAY INFORMATION

OFFICIAL PAL UK	
Publisher	Sony
Contact ✆	0881 505505
Price	£39.99

One Player | Memory Card | Dual Analogue/Shock Pad

due June 26

To say *Omega Boost* is a rip-roaring assault on the senses would be an understatement of the worst kind. Developer Polyphony Digital has literally poured its sweat and blood into this half-Mechwarrior half-old school shoot-'em-up game, producing something which clearly shows the developer's expert prowess and execution in games development. It's not without it's flaws though, but lets start from the beginning... a very long time ago...

OMEGA OILS

When the first computer was built way back in the Fifties a small programming error, although totally insignificant at the time, filled future computers with blunders meaning that many years on computers became self-aware and opposed man. Hauling yourself into your mechanoid suit, it is your task to find a time tunnel, dash back to the Fifties and replace the defective circuit.

From the outset the programming wizardry is phenomenal, the likes of which we have never seen on the PlayStation before. Flying through infinite space, *Omega Boost* unveils itself in the most seductive way imaginable, tumbling through a 360° playing field encountering dog fights and space crafts that, to be frank, wouldn't look out of place in a *Star Wars* film. Ever wanted to feel what it was like to be Han

DID YOU KNOW?

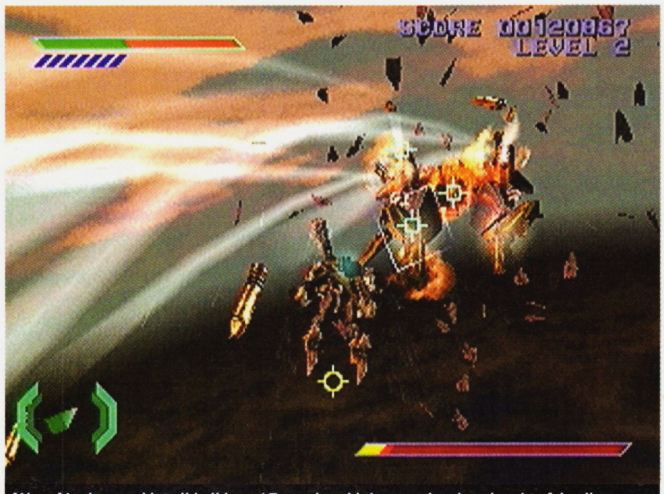
•Omega 3 fatty acids are essential in infant growth and protect from heart disease, thrombosis, hypertension and autoimmune disorders!
•The Omega watch company was founded in 1848
• Omega was the last letter in the Greek alphabet, others include 'Kappa' – a clothes brand name, and 'Omicron' – the name of an up-and-coming Eidos game!

WIN! A YEAR'S SUPPLY OF CHOCOLATE

To celebrate the launch of Omega Boost, we're giving away a year's supply of Biscuit Boosts. To win more chocolate then you will ever see again in your life simply answer the following question and post it to: CHOCOLATE FRENZY! PLAY, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, BH1 2JS. Which of these is NOT a chocolate bar?
A: Flake B: Twirl C: Scab



"DEVELOPER POLYPHONY DIGITAL HAS POURED ITS SWEAT AND BLOOD INTO THIS HALF-MECHWARRIOR HALF-OLD SCHOOL SHOOT-'EM-UP..."



[Above] Lock on and let all hell loose! Try and avoid the occasional onslaught of deadly missiles and you should be fine. His energy is nearly gone so one more hit and it's all over!



[Above] It's not just any old rock you know! Inside lays an enormously powerful weapon capable of blowing you to tiny pieces. [Inset] Explosions, explosions, explosions! The level of destruction is huge so you'd better be good!

MACHINE EVOLUTION

Mechwarriors have been around for ages and who can say they ever got better than the Transformers? The heroic Autobots battling the evil Decepticons, all of them able to transform into completely mundane household items like toasters and peddle bins! Toys were never the same again! If you are still a fan then check out Beast Wars back in issue 30!



[Above] The deadly octopus robot! Don't get trapped in his beam or it's curtains for you and mankind!

Solo gunning down Tie-Fighters? This is probably the closest you will ever get. At times the sky is literally black with enemy craft, and the only way of possibly surviving is to hone your piloting skills to 'razor sharp' – a necessity that becomes all too apparent when you are bombarded from every possible angle. Thankfully there's a training mode, and a full replay mode that will rerun a whole level for you to salivate over and learn from your mistakes. Use each of these options wisely, because if you loose all your energy then it's right back to the beginning of the level to suffer the torment all over again! Very annoying!



[Above] Utter, senseless destruction doesn't come better!

"OMEGA BOOST IS ARTISTICALLY PERFECT!"

BISCUIT BOOST

Omega Boost is the most sumptuous looking space-shoot-em-up we've seen, with no slow down, an intensely powerful engine, the sharpest visuals and camera angles to die for. Does that mean it's perfect then? Alas, no.

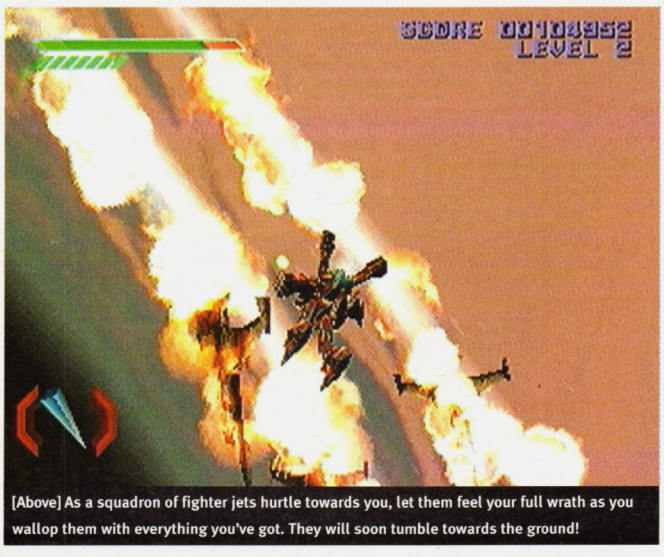
Whilst *Omega Boost* is artistically perfect, the gameplay does the looks about as much justice as covering caviar in ketchup. Limited to just two weapons throughout the game and an overly simple automatic targeting system, the initial enjoyment and subsequently the rest of the game suffers. Despite constantly evolving enemies, all strikingly animated, the gameplay never alters beyond locking on to a target and walloping it with your missiles. The game is criminally short too, and despite the later levels throwing up impossibly hard opponents to keep you from progressing, once you've learned how to crack the task at hand it is all over in the most abrupt way. Intense, powerful and awe-inspiring, *Omega Boost* is a short burst of pure genius, quickly dampened by the insanely shallow gameplay.

It is however, a must for all shoot-'em-up fans if only for the view of things to come that it promises... that view is outstanding and with developers like Polyphony Digital onboard, PlayStation 2 is in good hands.

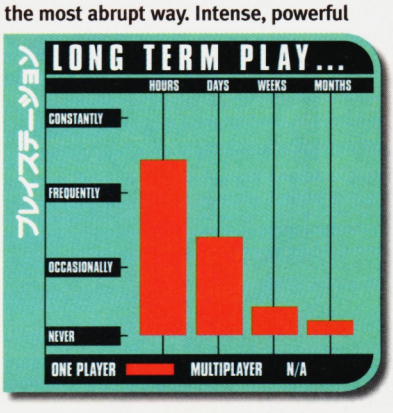
PLAY



[Above] Get into the centre of this beam and shoot at it's source. Direct hits will blow it away so good luck!



[Above] As a squadron of fighter jets hurtle towards you, let them feel your full wrath as you wallop them with everything you've got. They will soon tumble towards the ground!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
FIGHTS	

83%

Superb fun while it lasts, but far too short!

Alternatively:
CW: Vengeance 92%
MDK 90%

EVIL ZONE

WHEN A DIMENSION SKIPPING SUPREME BEING THREATENS HAPPY ISLAND, WHAT ARE YOU GOING TO DO?



[Above] Take that, and that, and that again you scum eating swine!

Written By **BEN LAWRENCE**

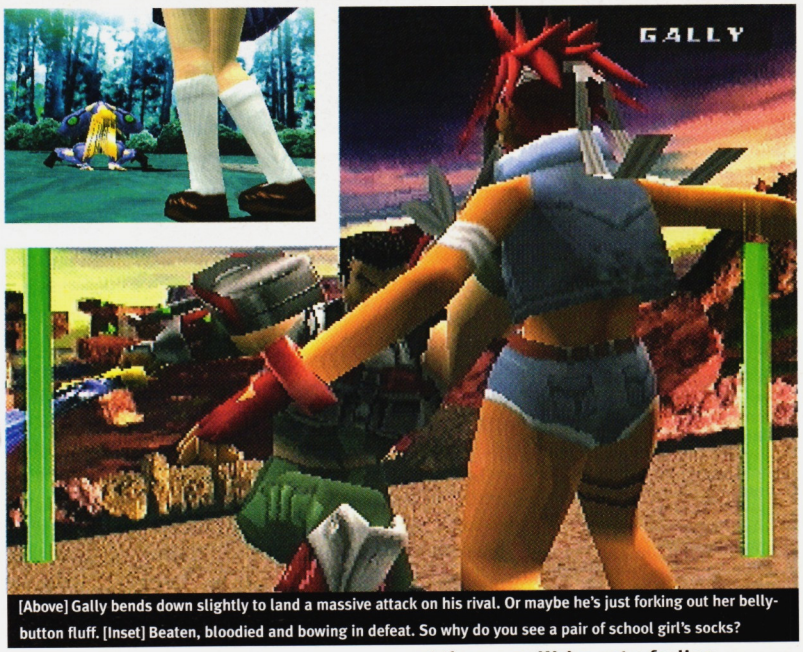
PLAY INFORMATION

OFFICIAL PAL UK	
Publisher	Titus
Contact ✆	10276 684959
Price	£39.99

One Player · Dual Analogue · Memory Card · Multiple Players

due june 22

Oh adurku, a supreme force of nature dressed like a bunny girl with wings, has the power to dimension hop. She's hopped straight to the land of I-praseru, known as 'Happy Island' and the happy inhabitants trapped her... everybody following this? They are now looking for a warrior to confront and kill her. Why they would want to do this is completely immaterial as we are just supposed to accept that flying bunny women pose serious inter-dimensional threats. Are we all understood? Bunny girls are damned dangerous, alright! And so, with the totally eccentric plot line aside we look at the game. We've got a feeling 'eccentric' is going to be a running theme throughout!



[Above] Gally bends down slightly to land a massive attack on his rival. Or maybe he's just forking out her belly-button fluff. [Inset] Beaten, bloodied and bowing in defeat. So why do you see a pair of school girl's socks?



DID YOU KNOW?

- *In medieval England a woman was considered evil if she weighed the same as two dozen pregnant ducks.*
- *The film* Evil Dead *was directed by Sam Raimi using old college friends as the cast.*
- *The word Devil has Evil in it and also reads 'Lived' backwards. Spooky!*
- *Jesus backwards is 'Sụsej' and can be pronounced 'Susie.'*

TWILIGHT ZONE

With its routes firmly planted in the dizzying world of anime, *Evil Zone* has called on resources spanning every Japanese cartoon cliché possible. The misfit loner with immense psychic powers takes his influence from *Akira*, the Power Rangers-style good guy from Guyver and the token large-breasted nymph from Yuri of *Dirty Pair* fame... no we haven't made it up! Each character is



[Above] A sword versus a fist. Now then ladies and gents, it would be a good time to place your bets.



[Above] Ouch! Kneeling over the fallen and beaten opponent Erel really gives it some welly by blowing the guy's head off. We could have thought of cleaner, less brain splattering ways.



[Above] Performing a special move, Gally literally rams his opponents out of the ring with his quite massive sword. Absolutely nobody could survive this. [Inset] "And what the hell are you looking at you big-sworded freak?"

GOOD VS EVIL

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7. *Buy a PlayStation for everyone you know.*
8. *Listen to Enya records.*
9. *Send Ryan, Graeme, Tom & Ben large amounts of money...*
10. *Subscribe to* PLAY.



1. *Feed pigeons pigeon pie.*
2. *Ask* Big Issue *sellers for some spare change.*
3. *...then tell them to shut up, you horrible git.*
4. *Eat children's chocolate buttons regardless.*
5. *Tell the truth.*
6. *Stroke strangers elsewhere.*
7. *Buy a Sega Saturn for everyone you know.*
8. *Make other people listen to your Enya records.*
9. *Send us money in a foreign currency.*
10. *Subscribe to any other mag.*

"THIS GAME HAS EVERY JAPANESE CARTOON CLICHÉ POSSIBLE . . . "



[Above] If you come in for close combat, some moves change...

detailed and drenched in anime influences, highly exaggerated in everything they do, darting around with more bravado and pomposity than a lottery winning drag queen in a fancy dress shop.

Settings in the game don't quite complement the remarkably sculptured design and variety of characters. It's either a woodland glade, rocky outpost or other similar fighting arena that didn't need too much attention. With the tremendous on-screen presence of the fighters it's a good job the surroundings don't demand too much focus though. With luscious over-exuberance, the fighters perform special moves that would easily put Jin and chums out to pasture. Mammoth explosions, spells and sorcery make up a healthy portion of all the action and instantly *Evil Zone* pummels you with the, "Argh, it's hurting my eyes!" factor. Subtle this game is not and subtlety is one thing it could have done with.

BOYZONE

It's commendable that such a varying degree of thought should be put into the special moves as well as the amount of them included, but where the hell are the standard punches and kicks? Nowhere, that's where! The whole idea of special moves is that they come after practice and you are rewarded for executing them but this game is constructed out of hundreds of them!

Feeling some sense of achievement is possible if you manage to charge up your super move bar but even that becomes dreadfully dull after one try because accessing it is too simple. *Evil Zone* just begs for attention noisily and intrusively rather than sprinkling subtle touches throughout in order to tease and seduce you into liking it.

The game is a brave release though. Having surrendered any sense of realism in favour of cramming in the action, it emerges as the most destructive, quick-paced game in the genre. It also carries with it the burden of being one of the shallowest and least entertaining. Many forms of media have fallen foul of showy pomp, having been spruced up and calling themselves the next big thing. This includes *Evil Zone*. For Manga and fighting fans with the attention span of a whelk only, sadly.

PLAY







PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
ZONES	

80%

Huge special effects, tiny gameplay

Alternatively:
Kensei: Sacred Fist 74%
Tekken 3 97%

GUARDIAN'S CRUSADE

THE RPG MILL JUST KEEPS CHURNING THEM OUT AND THE ENDLESS TORRENT OF ROLE-PLAYING CLONES JUST KEEP ON COMING!

Written By BEN LAWRENCE

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Activision
Contact ✆	01895 456700
Price	£34.99

One Player | Memory Card

Dual Analogue/Shock Pad

due may 24

There is always an unwitting hero. There is always a land in peril, always a demon over-lord overseeing dastardly doings and always (and this is a guaranteed always) a nigh on impossible mission that will fulfil someone's destiny or plunge the world into darkness should they fail. Such a skeletal structure forms the basis to every RPG, some are lavished with killer looks, others are weaved together with intricate sub-plots and some remain out in the rain knocking on the door to the exclusive gentlemen's club known as 'The Decent RPG smoking lounge.' *Guardian's Crusade* has got it's brolly up.



[Above] Now, although free range eggs are very good for you, leave it to the farmers to collect the eggs. Chickens can be very protective animals as well as fairly dangerous. Being ten times bigger than you doesn't help either.



[Above] A toy that breathes fire. Not very safe we feel, but good fun!

HERE'S ONE I MADE EARLIER...

You are Knight (name changeable... whoopee!) and reluctant as you are, it has befallen you to act as guardian to an orphan monster whose destiny it is to end the tyranny of evil sweeping the land. The land in question is a dubious choice for any demon to want to possess, barren and inhabited by pop-up paper trees and polygon shaped out-posts of rock – the team at *Blue Peter* could have knocked it up with some loo-rolls during a short fag break.

DID YOU KNOW?

- *There were three crusades in real life, the third consisting entirely of children, most of whom didn't survive.*
- *If Tom Cruise was made into a fizzy drink it would be called Crusade!*
- *Without the Crusades it is very likely Robin Hood wouldn't have existed... ask your history teacher why!*
- *Sean Connery played Richard The Lionheart returning from battle in the first crusade and Indiana Jones' dad in* The Last Crusade.

TOYS AREN'T US

The monsters are pleasingly dissimilar to their rather cheerless surroundings, coming in a variety of psychotic designs and all wanting a turn-based scrap with you. Happily, giving them what for is an oddity. Armed with the equipment of your average incessant traveller, Knight also has access to living toys. Yes, living toys. These EEC safety standard failures are scattered nation-wide and will fight by your side, creating fireballs, poisonous gas, hurricanes and every other useful gadget such a reluctant hero would need in a battle against the forces of evil... apart from one who makes his sandwiches.



Beside from these killer kiddy playthings, *Guardian's Crusade* meets the minimum requirements of what an RPG should be and nothing more. Here, everybody, is the skeletal structure we mentioned. There is nothing meaty or challenging about the gameplay, nothing to jerk your eyeballs right out of their sockets and nothing to stop you from falling into a very deep, deep sleep... PLAY

"BLUE PETER COULD HAVE KNOCKED IT UP WITH SOME LOO-ROLLS DURING A SHORT FAG BREAK!"

POSTCARDS FROM THE EDGE!

This is a genuine postcard sent home by a lad during the first crusade, it reads
"Dear Mum, having a lovely time slaughtering non-believers, been on two rollercoasters, won ten quid on bingo. Weather's dry, food's spicy, wish you were here. Lots of Love, Dickie, your little pussycat. xxx."





[Above] Either fight, run, defend or bring out your toys and let everyone play together peacefully. Fight then!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
TOYS	

40%

Let's hope that this is his last crusade!

Alternatively:
Final Fantasy VII 93%
Azure Dreams 70%

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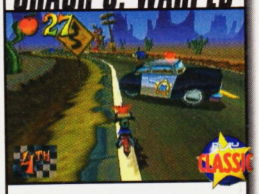
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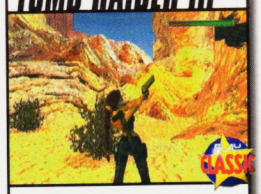
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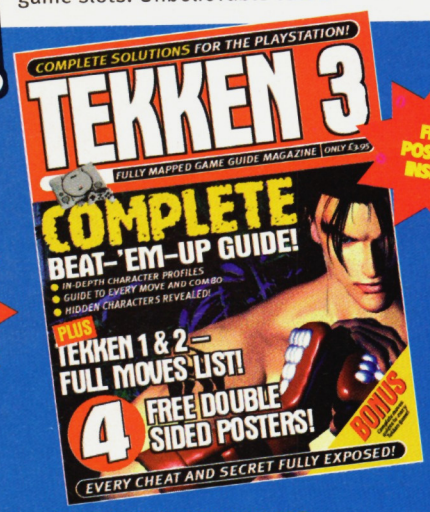
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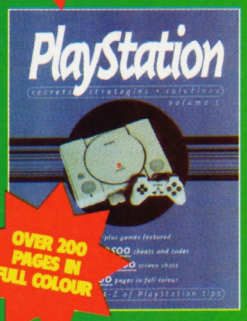


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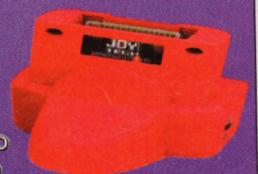
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STATION MASTER

Q&A

If you're hopelessly stuck, or just need advice, send queries to: Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS We know everything, and if we don't, we'll just ignore you...

Dear Play,
Do you have any level skip cheats for the original *Tomb Raider* because my friends at school won't tell me it.
Douglas Trenthom, Bridgewater.
Mean swines! Here it is mate, press select to enter the inventory then press L2, R2, ▲, L1, L1, ●, R2, L2, then Select again to skip a level.

Dear Play,
I'm completely fed up with trying to find the cheats for *Max Power Racing*, for all cars and tracks. Do you have any?
David Kettley, Dudley.
For all tracks highlight Africa in the arcade mode and press R1, R2, R1, L1, ■, L1. For performance cars highlight the UK and press R1, ■, L1, ●, R2, ● and for GT cars highlight Rome and press L1, ●, R1, ■, L2, ■. All this is done during arcade mode.

Dear Play,
Do you have any cheats for *Gex: Deep Cover Gecko*?
Ian Walsh, Co.Dublin
For invincibility press pause then hold L2 and press ⇩, ⇧, ⇦, ⇦, ▲, ⇨, ⇩. A sound will confirm correct entry.

Dear Play,
How do you get 4 cubic centimetres of mouse blood in *Discworld 2*? I know you use the teeth to get it but where and how do you get it?
Richard Rose, Chesterfield
Use the false teeth on the mouse then use the test tube on the fangs. Go to the dining hall, give the blood, mallet, smell, glitter and candles to the Arch Chancellor.

Dear Play,
As a regular reader of Play, and other magazines I was a bit

WELCOME TO A NEW-LOOK STATION MASTER SECTION WHEREBY WE PROVIDE THE LATEST CHEATS AND TIPS FOR ONLY THE BIGGEST GAMES AROUND. IF YOU HAVE ANY NEW CHEATS OR REQUESTS, THEN PLEASE CONTACT THE MIGHTY FORCE THAT IS THE STATION MASTER!

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official PAL

CHEAT MODE

Enter one the following player names at the Character Screen to activate the corresponding cheats.



HAROLDHAND
Parrot picture, all levels , all weapons, 'Get Out of Jail Free' card.

GETCARTER
Armour, co-ordinates, 9,999,990 points, 5x multiplier, no cops, 99 lives, all levels, all weapons, 'Get Out of Jail Free' card, armour Co-ordinates, full ammunition, 5x multiplier, 99 lives, maximum wanted level.



most requested hot



TOOLEDUP
All weapons, 'Get Out of Jail Free' card, armour.

FREEMANS
All levels, all weapons, 'Get Out of Jail Free' card, armour.

DONTMESS All weapons, 'Get Out of Jail Free' card, armour

RAZZLE All levels.

READERWIFE All levels.

MAYFAIR London levels 1 and 2.

PENTHOUSE London levels 1 through 3.

SIDEBURN 5x multiplier.

MCVICAR 99 lives.

BIGBEN 9,999,990 points.

SWEENEY Co-ordinates

OLDBILL Maximum wanted level.

GRASS No cops

HINT: CRAWL UNDER FENCES

Take a vehicle that you can crawl under and park it lengthways, facing a fence. Then go to the back and press R1 to crawl underneath.

APOCALYPSE

LEVEL SELECT

Pause the game, then hold L1 and press ▲, ⇧, ×, ⇩. The sound of a gun will confirm correct code input. Choose the 'Exit' option to access the new level select option at the main menu.

CHECK POINT SKIP

Pause the game, then hold L1, press ▲, ■, ●, × to advance to the next check point. The sound of a gun will confirm code input.

INVINCIBILITY

Pause the game, then hold L1 and press ⇩, ⇧, ⇦, ⇦, ▲, ⇧, ⇨, ⇩. The sound of a gun will confirm the correct code input.



CONTINUE FROM LAST POINT

Resume the game after losing a life. Then, pause the game, hold L1 and press ■, ●, ×. The sound of a gun will confirm code input.

BOTTOMLESS FALLS

Pause the game, then hold L1 and press × (x6). The sound of a gun will confirm the code input. Falls will never end while this code is enabled. Repeat code entry to return to the normal mode.

DISPLAY DISABLED

Pause the game, then hold L1 and press ⇧, ■, ⇧, ×

DEBUG MODE

Pause the game, then hold L1 and press ⇩, ⇩, ▲

A BUG'S LIFE

UNLIMITED LIVES

Go to the training mode and find all the letters to spell out 'FLIK' and get a bonus life. Repeat this as many times as is required before resuming the proper game, then play away!

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HEART OF DARKNESS

CHEAT MODE

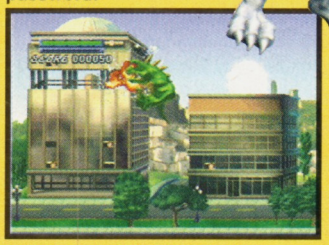
Hold L1 + L2 + R1 + R2 on controller two and turn on the PlayStation. Keep the buttons the pressed and enter the options screen on controller one. Choose the 'Load Game' option to select any level or FMV.

RAMPAGE 2



PLAY AS RALPH
Enter 'LVPVS' as a password.

PLAY AS GEORGE & RALPH
Enter 'SM14N' as a password.



PLAY AS LIZZIE, GEORGE & RALPH
Enter 'S4VRS' as a password.

PLAY AS MYUKUS
Enter 'NoT3T' as a password.



PLAY AS ALTERNATE MYUKUS
Enter 'B1G4L' as a password.



GRAN TURISMO

EASY MONEY
The best way to get shed-loads of cash in this game is to race the qualifier for the all nighter. You get $20,000 just for qualifying and it is a cinch to do this with the GTo Special Edition or any other car with good speed/acceleration and handling.

HI-FI, BONUS CARS & TRACKS
To get all the bonus items in Arcade mode, which include the four other tracks (Autumn Ring, Deep Forest, SSR5, and Grand Valley Speedway), all the other cars (Toyota, Subaru, Dodge, and TVR), the ending movie, and Hi-Res GT Mode, you have to beat every single track with each type of car (A, B and C) under all three modes of difficulty (Easy, Normal, Difficult).

HIDDEN VIDEO
In Arcade Mode, first get the hidden tracks, then, on every track, take first place with any car in A, B, and C class mode on Normal setting or higher. Then go to 'Bonus Items', you'll see 'Staff Video' on the menu.

RED CONCEPT CAR
Go into the B-license test and get all Gold medals on every test and you will receive a red concept car that has only 219hp, but can be built up with almost everything but a racing-modification.

REPLAY MODE TIP
Are you having trouble beating the license tests? Go to the replay theatre in the main screen, and check out the demonstration movies. They will show you how to beat all the license tests.

WIN CONCEPT CAR
To win the Dodge Concept Car, you must win the pole and finish first in all five races.

ROAD RASH 3D

AVOID HEAD-ON CRASHES
Press ×, × to pop a wheelie just before hitting an on coming car. Instead of crashing, your bike will use the car as a ramp.

SPECIAL PUNCH
Hold ⇧, then press ●. Your biker can hold this punching position by simply keeping ● held. This may also be done with all the other punches.

SPECIAL KICK
Hold ⇩, then press ●. Your biker can hold this kicking position by simply keeping ● held.

NO TICKET FINES
Immediately pause and restart the race after being pulled over.

DOUBLE DAMAGE
Hold L2 + R2 during any race to allow double damage while facing ahead using the 'far' view.

G-POLICE

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INVINCIBILITY
Hold L1 + R2 + ■ and press ⇦ during the mission briefing. A sound will confirm correct code entry. Note: The game will not progress past the current mission when this code is enabled. It may be used to try various strategies prior to playing in normal mode.

ROCK HARD
Hold L2 + R1 + ● and press ⇦ at the weapons loadout screen after the mission briefing. A sound will confirm correct code entry. The game will not progress past the current mission when enabled.

SECRET MISSIONS
Enter 'PANTALON' as a password. The word "Cheat" will appear in the lower right corner to confirm correct code entry. Enter the training menu to access six secret missions, including driving a car and controlling a combat droid.

FAST CIVILIAN TRAFFIC
Enter 'BENIHILL' as a password.

BONUS CAMERA ANGLE
Enter 'SUPACAM' as a password. The camera angle will switch to a close-up of an enemy vehicle when it is destroyed.

TIGER WOODS '99

EXPLODING RANGE CARTS
When you start the game, proceed to the Practice Facility screen and select 'Driving'. Once you see the range cart, try and hit it three times to watch it explode.

SOUTH PARK VIDEO US VERSION
There's a five minute *South Park* Christmas episode on the US version of this game. Simply place the CD in your PC and look for a file called 'zzdummy.dat'. Now open it in a move player. The *South Park* you'll see is called 'The Spirit of Christmas', which was intended to be a greeting card for the FOX company employees. Not bad for a freebie, but don't let your parents watch! continued >



LATE ARRIVALS...

CIVILIZATION II MORE MONEY
Enter _CasH as a town name. Note, when entering the 'H' at the end of the password, hold R1. Okay?

RIDGE RACER 4 PAC-MAN CAR
To obtain the Pac-Man car, you'll have to unlock all of the other cars in the game.

FIGHTING FORCE NUDE COLOUR
Successfully complete the game under each difficulty setting. Play the game once more under the Hard difficulty setting. Enter NUD as initials after completing the game. Alana and Mace will appear to be nude during the next game.

WCW/NWO THUNDER WEAPONS
Set the ring on Turbo, and a Tons feature will open under Weapons. To get this option on other rings, leave the weapons set to Tons and use the ring code instead of the D-pad to choose another ring.

KKND: KROSSFIRE PASSWORDS

MISSIONS	LEVEL	PASSWORD
Evolved	End	KQULLZ
Survivors	End	GTH6JZ
Series 9	7	MHICYZ

annoyed at not finding cheats anywhere for *Sampras Extreme Tennis*, please help!
Paul Giles, Honiton
Other magazines! You won't find anything useful there we'll have you know! Here's the *Sampras* cheat! For all courts and players enter ELIBDEANPAOCAAABJGEMIAAACKKKI as a tournament password.

Dear PLAY,
I bought an import copy of *Syphon Filter*. I am stuck on Stronghold Catacomb. Can you help me?
Farham Yousaf, London
This mission is stealth based so the only way you can successfully complete it is to not be caught. Walk carefully and slowly, keeping as patient as you can. For a level select highlight 'Select Mission' then hold ⇦+R1+L1+select+■+×.

Dear PLAY,
Are there any secret characters or modes to find in *X-Men Versus Streetfighter*?
Christopher Allsopp, Tipton.
To fight as Gouki highlight Magneto, Juggernaut, Dhalsim or Vega and press ⇧ at the character selection screen. For Apocalypse select Vs mode, highlight Gouki and hold Select for at least five seconds, then press any punch button.

Dear PLAY,
Are there any cheats for *Medievil*? I entered ⇩, ⇧, ■, ▲, ▲, ●, ⇩, ⇧, ■, ▲ (DUST/TO/DUST), a funny noise happened but no cheat. Any help?
Rob, Manchester.
Although it sounds like a good cheat, this will give you a better cheat! Pause the game and press ▲, ●, ▲, ●, ●, ▲, ⇦, ●, ⇧, ⇩, ⇨, ●, ⇦, ⇦, ▲, ⇨, ●, ⇦, ⇦, ▲, ●, ⇩, ●, ●, ⇨ in order to access a cheat menu.

Dear PLAY,
After completing *Metal Gear Solid* I went into the Wolf caves again and came across a small wolf. I tried to kill it using C4, mines, Fa-Mas, Socom, PSG 1, grenades and stinger but the little b*stard didn't die! Why?
Adam Humphries, Birmingham.
Because it eats it's greens.

Dear PLAY,
Could you please give me some cheats for *Theme Hospital* as I always end up bankrupt.
Chris Foster, Somerset.
Save the game and reload when the hospital becomes full. All the rubbish and patients will disappear leaving behind a spotless hospital again!

Dear PLAY,
I'm really stuck on *Atlantis: The Lost Tales*. I'm on chapter 34 (meeting the old woman) and I've got the bow and arrows but I'm

Q&A is continued over page

THE CODES ON THIS PAGE ARE NOT SUITABLE FOR OFFICIAL PAL UK GAMES BUT FOR IMPORT GAMES ONLY

Q&A continued

stuck. Please help me, this game is driving me nuts!
Darran Quiton, London.
Go to the stream and wash the bow and arrows in the water. Turn around and walk pathways. Wait for the white boar to appear then use the bow and arrow on it (a lot a skill required!) Once he's dead get the ring and use the bag on the bloody soil. Go back to the old woman and go from there!

Dear PLAY,
Please could you tell me how to do HHH's pedigree and Goldust's curtain call on *WWF Warzone*. Thankyou.
Darrell Rugman, Thornbury.
For HHH's pedigree press ⇨, ⇩, ⇦, punch+tie up whilst both are standing. For the curtain call press ⇦, ⇩, ⇩, tie up + block when behind and opponent.

Dear PLAY,
How do I cheat on *Pool Shark*?
Jacques McKenna.
If you fancy getting all tables and locations enter CW12_4AP as a name. '_' indicates a space.

Dear PLAY,
Do you have any cheats for *A Bug's Life*?
Robert Taylor, Barwell.
For infinite lives keep returning to the training mode and collect the letters spelling FLIK. Do this as many times as you like for as many lives as you want.

Dear PLAY,
I recently bought a PlayStation and was thinking of getting it chipped. A mate said he could get a chip for £25 that plugs into the back of your station, doesn't damage the machine and doesn't affect your warranty. Is this true or was he talking rubbish?
Richard Guy, Cheshire.
It's entirely true but getting hold of one will be extremely hard as Sony are completely against them and many magazines don't advertise them. Best ask your mate again, he knows his stuff!

Dear PLAY,
Do you have any cheats or tips for *Tunnel B1*. I always get stuck on level three, I hope you can help me!
Mark Smith, Eastbourne.
For all weapons and full life press L1+R1+L2+R2+■+●+×+▲.

Dear PLAY,
Do you have any cheats for the original *Croc*, I've just bought it on Platinum and it's hard!
Daran Qumbak, Yeovil.
If you enter ULDLRLDULRRDRRU as a password you will then have a level skip option!



SYPHON FILTER

ALL WEAPONS/UNLIMITED AMMO
Pause the game, highlight the 'Weapons' option, then hold ⇨ + L2 + R2 + ● + ■ + ×. Note: Only the weapons normally available during the current level will become selectable.

LEVEL SELECT
Pause the game, highlight the 'Select mission' option, then hold ⇦ + R1 + L1 + Select + ■ + ×.

GRENADE LAUNCHER LEVEL 1
Exit the window in the bar into the back alley. Look up and you'll see two fire escapes. Climb onto the dumpster and get onto the fire escape opposite the bar, then jump up to the pipes and monkey climb to the other fire escape. Drop down onto the fire escape and open the box for the grenade launcher.

GET THROUGH THE SUBWAY
Go to the opposite end of the subway when it explodes. Use the flashlight on the left of the tracks to find the C-4. Get the C-4, then go to the right hand side. Look up and you'll see the upper level. Press ▲ to climb onto the red crate. Press ▲ to keep climbing up through the debris until the top is reached. This is the only way to exit lower level.

MUSEUM GATES
Find the card keys to get through the gates in the museum. Check all the guards and people that are killed; they usually carry card keys. For the gate in the Rocket Room, shoot the control panel on the third level that keeps sparking while your character is standing on the elevator to reach to that level. The man with the card key is up there.

HINT: ROOM 1:3
To open room 1-3, must open the door of the room to the left of the elevator by switching the switch to the right of the elevator. That room contains a computer. Approach the computer and press ▲. The door to room 1-3 should begin start opening. Kill the three terrorists before entering room 1-3. Each has a flak jacket and will throw grenades. Turn right to hide behind the boxes immediately upon entering the room. The terrorists can't shoot or use grenades because of the boxes. Use that space to throw a single gas grenade at the terrorists. Used correctly, the single grenade should kill all three of the terrorists. Wait for the gas to clear, then explore the room. Search the spaces that resemble lockers, and do not forget the flak jackets.

HINT: SURVIVE BURNING
Quickly press Start, then press Start again after catching on fire. You will be hurt, but still alive.

HINT: X-RAY VISION
The virus scanner may be used to look through the walls to find enemies.

HINT: CBDC AGENTS TURN BAD
When playing the first stage of Syphon Filter, wait for a CBDC agent to be killed. Once the CBDC agent is dead, approach the corpse and shoot it in the head a few times. All the CBDC agents will turn against you.





TOMBA

ntsc version

GRAPPLEJACK HINT
Get the grapple in the Phoenix Mountain. Then, go to the top of Watchtower, push the rock to the left, and take the mirror, Take a crystal ball in the Watchtower, jump to the left side after pushing the rock, then take the other in the Wobbly Wharf. Then, take the one in the Charity Square. Go to Masakari Jungle and talk to the miners in the 'Y' crossing after the 'I Need A Power' event. Go to the Village Of All Beginning and open the door in the hut.



HACKER CODES

STUCK FAST ON A GAME? DO YOU HAVE THE MEANS TO HACK YOURSELF OUT AGAIN? IN OTHER WORDS, DO YOU POSSESS A CHEAT CARTRIDGE FOR YOUR PLAYSTATION? IF SO, THEN READ ON FOR ALL THE LATEST CHEAT CODES FOR THE LATEST AND GREATEST GAMES.

EHRGEIZ

INFINITE MODE
At the 'Press Start' screen, press L1 + Start for Infinite Mode.

RACETRACK MODE
At the 'Press Start' screen, press R1 + Start for racetrack mode.

SECRET CHARACTERS
To get the secret characters, do the following:

Django	finish the game as Jo
Koji	finish the game as Lee
Clair	finish the game as Yoko
Vincent	finish game as Sepiroth
Zax	finish game as Vincent

3 XTREME

ALIEN CHARACTERS AND CARS
At the Main Menu, go down to 'Memory Card' and press ⇨ to access the CODES menu. Now enter any of the following names:
bink – Best Skateboarder (97% Stats)
geep – The Best Bikeracer (97% Stats)
nyub – The Best Skater (97% Stats)
redline – Red car
blueline – Blue car
whiteline – White car

HIDDEN COURSE
Beat Pro Circuit with anything to unlock the hidden course 'Hunted Mansion'. Note, this only works in the Freestyle mode.

PLAY AS DOMINIQUE
At the main menu, highlight the 'Memory Card' selection and press ⇨ and choose the CODES menu. Then, enter 'DOMINIQUE' at the codes screen to unlock Dominique, a top skater.

PLAY AS LUGNUT
At the main menu, highlight the 'Memory Card' selection and press ⇨ and choose the CODES menu. Then, enter 'LUGNUT' at the codes screen to unlock Lugnut. He is a Frankenstein skateboarder with 95% in all attributes.

PLAY AS TP
At the main menu, highlight the 'Memory Card' selection and press ⇨ and choose the CODES menu. Then, enter 'TP' at the codes screen to unlock TP. He is a mummy with 95% in all attributes, with a bike called Pharoah.

SECRET PASSAGE IN METRO LEVEL
Go to Metro level, on the left side of the screen, about half way through you will see a set of stairs with black and yellow arrows pointing to the left. Just ride up to them, and you will automatically pass through.

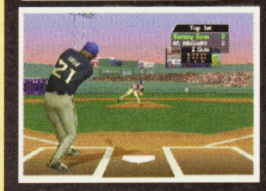
ULTRASPANK VIDEO
To check out the ULTRASPANK video go down to 'Options' in the main menu and press ⇨, then press ✕.

ACTION REPLAY

GTA: LONDON 1969 UK
Infinite Lives
80028F72 0004
Infinite Pistol Ammo
3002BF7D 0063
Infinite Machine Gun Ammo
3002BF7E 0063
Infinite Rocket Ammo
3002BF7F 0063
Infinite Flame Thrower Fuel
3002BF80 0063
Have Get Out of Jail Free Card
8002BF8A 0001

POINT BLANK 2 UK
Infinite Lives
800BD4E8 0003

SF ALPHA 3 UK
Infinte infinite Health
80194310 0090

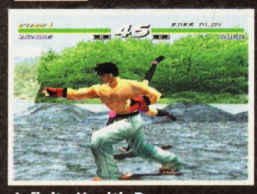
TRIPLE PLAY 2000 UK

Infinite Strikes
300583E1 0000
Infinite Balls
30005B3E2 0000

SPORTS CAR GT UK
Infinite Cash
800A17BC 0800
800A17BE 2FAF

MARVEL VS STREET FIGHTER UK
Infinite Health P1
80070782 0090
80070DA4 0090

CRASH 3 UK
99 Lives
D005BEEC F64C
800B504C 6300
D005BEEC F64C
80068F58 6300
Enable All Powers
80069178 003F
Have All Gems
80068FB0 FFFF
80068FB2 FFFF
80068FB4 FFFF
80068FB6 FF00
Have All Sapphires
800691B4 FFFF
800691B6 FFFF
800691B8 FFFF
Have All Crystals
8006912C FFFF
8006912E FFFF
80069130 FFFF

RAMPAGE 2 UK
Enable George
801F9A4A 0000
Enable Lizzie
801F9A4C 0000
Enable Ralph
801F9A4E 0000
Enable Myukus
801F9A50 0000
Infinite Time To Choose Character
800A9860 06FF

KENSEI UK

Infinite Health P1
800C4D70 0090
800CE25C 00C0

POPULOUS: THE BEGINNING UK
Have All Shamen Spells
801DC2C2 FFFF
801DC2C4 FFFF
801DC2C6 FFFF
801DC2C8 FFFF
801DC2CA FFFF
801DC2CC FFFF
801DC2CE FFFF
801DC2D0 FFFF
801DC2D2 FFFF

ROLLCAGE UK
Enable Everything
80010D30 FFFF
More next month...

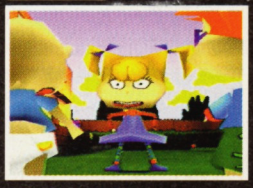
XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

KKND: KROSSFIRE UK
Always Have Full Map
765FB3BC5959
365FB374595B
Infinite Money
7660A1C45959
8660A1D0504F
7660A4345959
8660A440504F
7660A17C5959

MAX POWER RACING UK
All Seasons (Championship)
8658B0A85C5A
All Cars (GTI Pro/Am Champ)
8658B0BC504F
All Cars (High Perf Pro/Am)
8658B0BA504F
All Tracks (Arcade)
865D5756595A
1658AC7A5959
All Standard Cars (Arcade)
8658B0B4594F
All Advanced Cars (Arcade)
8658B0B2594F

NFS: ROAD CHALLENGE UK

Lots and Lots of Money:
8665B425598A
8665B42C598A
Infinite Time On Hot Pursuit Mode:
86593842755A
Kindiak Park
3665B4A45959
Celtic Ruins
3665B4A85959
Dolphin Cov
3665B49C5959
Snow Ridge
3665B4945959
Raceway
3665B4885959
Raceway 2
3665B4845959
Raceway 3
3665B48C5959

RUGRATS UK

Infinite Health
866482C3594F
Infinite Time
86629A94D870
Infinite Batteries
3663A77B594F

SILENT HILL US
Infinite Ammo
865FEE305964
Saves Always o
865F19FE595A
Complete Map
865F1A305504F
865F1A2E504F
865F1A345504F
865F1A325504F
865F1A385504F

WWF WARZONE UK
Open Cheats in Basement
865BF928604F
865BF926695A
865BF92C594F
865BF92A795A

CODE OF THE MONTH

official PAL

RIDGE RACER TYPE 4 UK
Use these codes to save you actually driving half decently...
Unlock All Cars
B6735756595A
166390885O4F
866390C2594F



BIG AIR

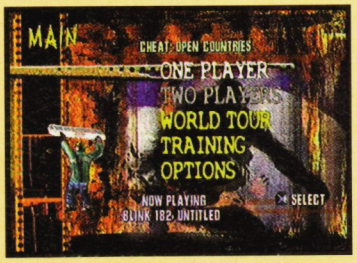
SNOWBOARDERS CAN AVOID COLD FEET BY DOING RADICAL STUNTS IN EA'S SNOWBOARDING SIM. WE'VE GOT ALL THE CHEATS AND SECRET SNOWBOARDER CODES TOO.

CHEATS & MOVES

official PAL

UNLOCK ALL COUNTRIES

On the main menu, enter the following sequence quickly: →, ←, →, ←, ●, ■, ●, ■. When you choose either Freeride mode, all the locations will be unlocked.





ALL SECRET BOARDS

Enter any/all of these codes (quickly) on the main menu, then go to Select Board and choose Pitbull (bottom right) to find the extra boards.

1) Big Air →, ←, →, ←, ■, ■, ■, ●
2) TD5 →, ←, →, ←, ■, ■, ●, ■
3) Steve →, ←, →, ←, ■, ■, ●, ●
4) Fire →, ←, →, ←, ■, ●, ■, ■
5) Angel →, ←, →, ←, ■, ●, ■, ●
6) Accolade →, ←, →, ←, ■, ●, ●, ■
7) Jimmy →, ←, →, ←, ■, ●, ●, ●
8) John →, ←, →, ←, ●, ■, ■, ■
9) Daniel →, ←, →, ←, ●, ■, ■, ●



CELEBRITY SNOWBOARDERS

These codes let you race against celebrity snowboarders (not that we've ever heard of any of them). Enter one of the following codes (quickly) on the main menu, then finish in first place on the first track in World Tour to race against the celeb on the next.





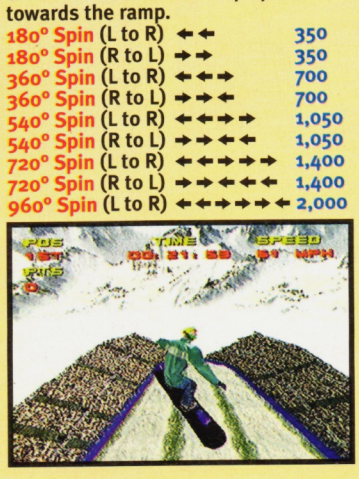
Shawn Palmer ■ x8
Mike Beallo ■ x6, ● x2
Nicola Thost ■ x7, ●
Ian Spiro ■ x6, ●, ■
Ross Powers ■ x5, ●, ■ x2
Fabien Rohrer ■ x5, ●, ■, ●



SPINS

The shorter spins are easy, but the longer ones require plenty of air – crouch in order to build up speed towards the ramp.

180° Spin (L to R) ←← 350
180° Spin (R to L) →→ 350
360° Spin (L to R) ←←→ 700
360° Spin (R to L) →→← 700
540° Spin (L to R) ←←→→ 1,050
540° Spin (R to L) →→←← 1,050
720° Spin (L to R) ←←→→→ 1,400
720° Spin (L to R) →→←←← 1,400
960° Spin (L to R) ←←→→→← 2,000
960° Spin (R toL) →→←←←→ 2,000
1080° Spin (L to R) ←←→→→← 2,500
1080° Spin (R to L) →→←←←→ 2,500



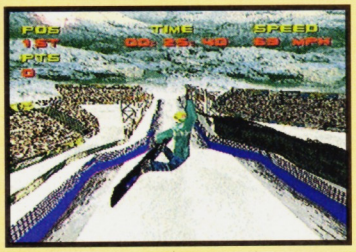
IN-AIR GRABS

The easiest moves to perform, hold them longer for extra points. They can be combined for bonus points.

Tail Grab × 200–1,430



Method ■ 250–1,450



Nose Grab ▲ 200–1,370
Frontside Air ● 250–1,470
Lien Air R1 + × 300–1,520



Mute Air R1 + ■ 250–1,500
Indy Air R1 + ▲ 300–1,550
Stale Fish R1 + ● 250–1,510



FLIPS

You'll need lots of air to attempt these manoeuvres, particularly the rodeos. A double flip for loads of points.

Frontside Flip ↑ ↑ + ▲ 1,500–9,000
Back Flip ↓ ↓ + × 1,500–9,000
Frontside Rodeo ↑ ↑ + ■ 1,700–6,800
Back Rodeo ↓ ↓ + ● 1,700–6,800



COMBOS

There are various ways of combining spins and grabs for big bonuses. Here are some of our favourites that are guaranteed to impress.

180° Nose Grab
←← (or →→), ▲ 750



360° Tail Grab
←←, ×, → (or →→, ×, ←) 1,300

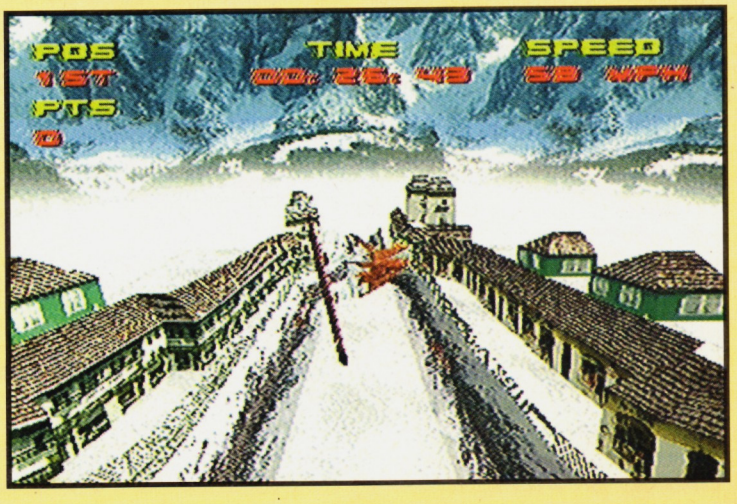
540° Frontside Air
←←, ●, →→ (or →→, ●, ←←) 1,900

720° Method
←←, ■, →→→ (or →→, ■, ←←←) 2,450

1080° Stale Fish
←←, R1 + ●, →→→→←← (or →→, R1 + ●, ←←←→→) 4,250

900° Mute
←←, R1 + ■, →→→← (or →→, R1 + ■, ←←←→) 3,250





TRAP RUNNER play guide

CHARACTERS

official PAL

VAN RAILY

Raily is an above average character. He is the best choice for the novice player, as he has no real disadvantages when facing the other runners. His explosive traps allow you to set up some terrific ambushes and do hefty damage.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	Spinning Hook
Kick	*(Slow Speed, Heavy Damage)*
Side Arm	9mm Automatic Pistol
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	5 Rounds

Traps 1 Detonator, 4 Bombs, 4 Land Mines

JOHN BISHOUS

With slower than average movement, Bishous is an easy target to pick off. He does cause damage if he attacks an opponent at close range. You will need good timing to use his traps effectively.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Punch (Fast Speed, Heavy Damage)*
Side Arm	12 Gauge Shotgun
Shot Power	8 (less at long range)
Shot Rate	★★★★★★★★★★
Load	3 Rounds

Traps 2 Switch Detonators, 6 Bombs, 2 Gas Bombs

LOU RICHIE

Lou is another character who's good for beginners. Her speed and accuracy make her a formidable adversary in any arena.

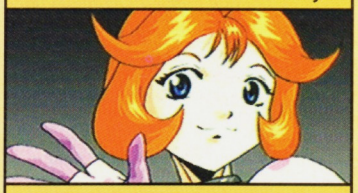


Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	Spinning Hook Kick *(Slow Speed, Heavy Damage)*
Side Arm	Colt .45 Automatic
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	6 Rounds

Traps 5 Mines, 1 Gas Bomb, 3 Force Panels

TICO

Tico is very difficult to use, due to low health and poor attacks. She can use her ample supply of switch detonators to set off enemy traps. Tico's Pitfalls and Force Panels don't do much damage, but you can use them to slow down the enemy.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Push Kick (Medium Speed, Heavy Damage)*
Side Arm	Missile Launcher
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	4 Rounds

Traps 3 Switch Detonators, 4 Pitfalls, 4 Force Panels

ABDOLL BELIN

This freak bunny bloater is the comedy element of the game. Guaranteed, you won't die laughing though. Abdoll is very slow and only her homing punch makes her worth selecting. She also has a good range of traps.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault Punch	*(Medium Speed, Medium Speed)*
Side Arm	Power Punch
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	2 Rounds

Traps 3 Mines, 6 Pitfalls, 2 Gas Bombs

TENROU UGETSU

Speed and mobility make Tenrou a fearsome fighter. He is better at using his standard attacks, rather than traps. Use Pitfalls and Force Panels to set the enemy up.

FIRST BUILD YOUR TRAP, THEN LAY YOUR TRAP. NOW SHUT YOUR TRAP AND READ THIS FANTASTIC GUIDE...



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Katana (Fast speed, Medium Damage)*
Side Arm	Kunai Blades
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	7 Blades

Traps 2 Mines, 3 Pitfalls, 2 Force Panels

REM

Apart from having the same name as a pants rock band, Rem is the Leader of Gain and also Van Raily's sister. Rem has the same skills, weapons, and traps as her brother, but she's a bit easier on the eye.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Pistol Butt (Fast Speed, Low Damage)*
Side Arm	9mm Automatic
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	5 Blades

Traps 5 Mines, 4 Bombs, 1 Switch Detonator

DYN

Dyn is a tough character to beat. His 'fingers of death' projectile has to be seen to be believed. He's quite slow but his powerful attacks more than make up for it. Dyn's massive inventory of eight bombs can cause severe pain.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Straight Arm (Fast Speed, Medium Damage)*
Side Arm	Hand Cannon
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	3 Fingers

Traps 2 Gas Bombs, 8 Bombs, 1 Switch Detonator

ELG

Elg is very similar to Tenrou. They are both ninja assassins and armed with the same weapons. Elg is slightly more powerful than Tenrou and his sword attack is faster. His traps are useful for slowing down an opponent for a Katana attack.



Toughness	★★★★★★★★★★
Speed	★★★★★★★★★★
Close Assault	*Katana (Fast Speed, Medium Damage)*
Side Arm	Kunai Blades
Shot Power	★★★★★★★★★★
Shot Rate	★★★★★★★★★★
Load	7 Blades

Traps 3 mines, 3 Pitfalls, 3 Force Panels

SURVIVAL SKILLS

PLANTING TRAPS

Traps do the most damage in the game. Whilst physical and ballistic attacks are useful for skirmishing, nothing is as satisfying as watching some poor spud put their size nines on a mine. Traps cannot be placed on stairs, PODS, Conveyer belts, slopes, or another trap. They can only be placed in open corridors and rooms.

SEARCH MODE

Upon pressing the ▲ button, your character will automatically go into search mode. This halves the movement rate, but enables the character to discover any traps that might be lurking about. A nine-square radius around your character turns blue. This is the range of the search. Any enemy traps discovered are marked with a red icon.

Once an enemy trap has been found, you can attempt to defuse it by punching in the correct button combination before the time limit expires. If you mess up or are attacked whilst diffusing a trap, it will be set off and you won't be laughing. If you manage to defuse an enemy trap, they'll lose it from their inventory and you'll gain a bit of health.

continued >

TRAPS

There are six traps in the game. Each character starts off with a set inventory of traps. During the game, more can be collected from PODS littered around the battle arena.

MINE

Trigger	Proximity
Armament	Explosive
Burst radius	Small
Damage	Medium

Mines are very effective for blocking off PODS and access to other areas. You cannot detonate your own mine by stepping on it, but you can be caught in the blast if it is set off.

SWITCH DETONATOR

Trigger	Button Press
Armament	Explosive
Burst radius	Large
Damage	Minimal

The Switch Detonator can be used to set off mines and other explosives. It does little damage by itself, but the large blast it generates sets off everything in the vicinity.

BOMB

Trigger	Switch
Detonator or Explosion	
Armament	Explosive
Burst radius	Large
Damage	Severe

The bomb can be triggered via a switch detonator, or by an explosion. Once detonated, the bombs will blast any spies into the air for max damage.

PITFALL

Trigger	Proximity
Armament	Paralyse
Burst radius	On Square
Damage	N/A

Pitfalls prevent characters from moving for a few seconds. When used in conjunction with Gas Traps and Bombs, they are highly deadly. Rapidly tap the D-pad to get your character out of a pit.

FORCE PANEL

Trigger	Proximity
Armament	Repel
Burst radius	On Square
Damage	Slight

Anyone stepping on the Force Panel will be repelled in the direction it is facing. If they encounter any further fields or traps on the way, they'll set them off.

GAS

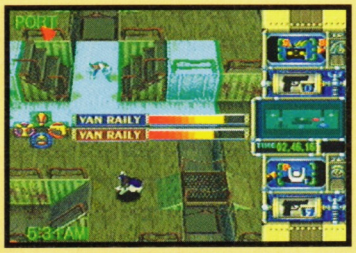
Trigger	Timed
Armament	Poison Gas
Burst radius	Extra Large
Damage	Medium

After the trap is activated, poison gas is released. Any character breathing it in will suffer some damage and be slowed down. Note: Unlike the other traps, gas affects the character who laid the trap as well as the target.

continued> If you encounter one of your own traps in search mode, you can retrieve it. The trap will then be returned to your inventory.

FIGHTING

Aside from maiming and gassing each other with bombs, the spies have melee and projectile attacks. Projectile weapons have to be used from a distance. If your character is too close to an opponent, they'll execute a hand-to-hand attack instead. These attacks do less damage than projectiles, but tend to knock your opponent over. This allows you to get away, or plant a



trap on them. Projectile attacks can be easily dodged at a distance, depending on the speed of the weapon fired.

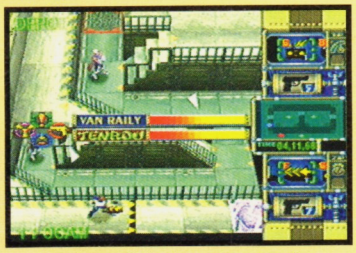
It is best to use your weapon at medium range. For maximum effect, shoot opponents whilst they are in caution mode or trying to defuse a bomb. Once your weapon is empty it must be reloaded. This causes your character to freeze while changing the clip, leaving you very vulnerable.

STORY MODE

In Story mode, each character is given a specific set of missions they must complete. These range from trap disarming to termination with extreme prejudice.

DISARMING

Disarming missions are usually quite easy as the traps are all shown on the radar, to the right of the screen. You just need a steady hand and good knowledge of the map to succeed. Gas Bombs are set off at the beginning of the disarming missions. These can easily be avoided by taking to the high ground.



On some of the later stages, the traps don't show up on the radar. When this happens, enter Caution mode immediately. Check out each set of squares, then run to the edge of the search area and begin again. If you get low on time, set off the traps by walking onto them. You'll lose a bit of energy but it's a hell of a lot quicker than disarming them.

TERMINATION

The CPU is a tough git to beat. It always collects all the stuff in the PODS before you get a look-in. If you lay traps next to the PODS, the CPU will almost always hit them on the way to collect items. When the CPU is scaling a slope, use your side-arm attack. Even under fire, the CPU will relentlessly try to get up the slope. Most of your targets can be killed in this manner.

THE BIG BOSS

Stilb is tough to beat. Traps and side arms do almost no damage to his shielded body. He has an unlimited supply of Units, so it is imperative that you don't allow him to charge them.

Defeating Stilb is quite a trial. Rush to the stairs in the northeast corner of the arena. Climb the stairs to activate the missile launcher there. Shoot the launcher to put it out of action. Blast the crate nearby to uncover a Unit. Run back down the ramp and hide in the corridor, away from Stilb's attacks.

Keep launching Units at him to reduce his energy bar, but watch out for his retaliatory attacks. Once the unit has been emptied, return to the balcony where the missile launcher was located. From there you can shoot at Stilb with your side arm. Keep pumping shots at him and dodging his plasma fire. Stilb won't be able to charge his Units if you keep him under constant fire. Be warned however, it does take a while to wipe off his massive energy bar.

ARENAS

DEPOT

The depot has many narrow corridors, all of which should be mined at the first opportunity. There are PODS located on the high areas of the map. Trap the entrances to these areas. Once the high ground has been captured, you can pour fire on the enemy below and collect any items that appear.

PORT

As with the Depot, the best way to win at the port is to take the high ground and cordon it off with traps. The narrow passages around the outside of the port make ideal places for planting Mines. By placing a few Force Panels in these areas, you can cover most of the outside of the arena with little trouble.

BASEMENT

The basement is a very confusing place to fight. The narrow corridors and walkways make excellent points for trap placement. There are multiple entrances to the high areas of the map. This makes capturing the PODS quite easy. Place traps around the central walkway for maximum effect.

MUSEUM

The central walkway has four bridges. If you manage to take them out with the Unit, you can trap the enemy up there. The balcony that runs round the outside of the arena is quite narrow. Place traps along its length to stop the enemy moving around.



Set off Gas Bombs in the open areas, around the middle of the museum. The gas will spread out to cover most of the arena.

SANCTUARY

The sanctuary has almost no bridges, making the Unit a very effective weapon on this stage. Lay Pitfalls and Gas Bombs on the high areas. They will deter the enemy from collecting the PODS. Projectile weapons should be employed as often as possible. There is almost no cover from them.

CLOCK TOWER

This arena is very confusing. There are many twists and turns, so evading the enemy is quite easy if you have a fast character. It can be quite difficult to remember where your traps were placed, though. Try and get the enemy stuck on one of the many slopes by repeatedly shooting them.

FACTORY

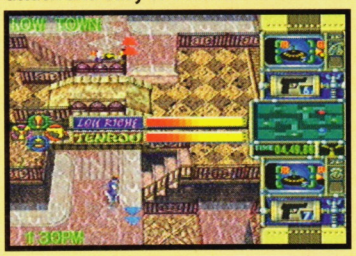
Mazy corridors and open walkways make up the factory. There are several sets of stairs and slopes, all of which can be mined to stop the enemy moving around. Conveyer belts line the walkways at either end of the factory. These often change direction, so you are better off sticking to the paths.

LOW TOWN

This arena is mostly underwater. The bottom levels are completely submerged. Movement in water is halved. Gas Bombs set off in the water are very difficult to get away from. Stick to the high ground and plant your traps near the stairs and ramps. Use the walkways to shoot at opponents moving through the water.

AIRPORT

There are three levels in the airport, the highest being at the north end of the arena. PODS are available on each level. The Unit isn't a very effective weapon to use here, due to the high volume of bridges. The best place to lay your traps is around the south ramp. This area is very difficult to attack and easy to defend.



CANAL WAY

The canal is partitioned by three huge dykes. These make excellent vantage points for missile attacks. There are few bridges, so be certain to secure the Unit as soon as possible. The water between the dykes is very shallow and doesn't impair movement too badly. Lay traps in the water to stop the enemy reaching higher up.

NINJA HOUSE

The best way to win at the ninja house is to secure the central hub. There are three levels to the house, the hub is on the third. It can only be reached by four sets of stairs. These are easy to trap and defend with your side arm. The number of bridges in the house are very limited. Be prepared to outrun the Unit, rather than hide from it.



U-BOAT DOCK

There are tons of bridges and walkways in the U-boat dock. The Unit is not very effective in this environment. Luckily there are lots of narrow passages to plant your traps. Projectile weapons and Gas Bombs are impractical to employ, due to the many twists and turns in the dock. Fast characters have the advantage. PLAY

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TOP TIPS

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- To quit a match, press L1 + R1 + Start to reset to the game intro.
- The super shot (■) is so difficult to get right, you're probably best off not using it.
- The wide serve is a very effective weapon: just after tossing the ball up, hold the D-pad to the outside and press ● or ✕ fairly late.
- To help return the wide serve, move a tad nearer to the outside – although not so far that you're unable to reach a centre-line serve in time.
- After sending the opponent out wide, hit towards the opposite side of the court and they probably won't get there in time.
- If your opponent forces you out wide, use a weak shot (or even a lob) to give you more time to get back to the middle of the court.
- Against computer opponents, the best tactic usually is to be bold: charging towards the net to play a winning volley as soon as possible, rather than trading baseline shots.
- Against a human opponent, try lobbing him a lot, particularly when he's at the top end, as it's difficult to judge the return.
- Use our players guide below to get the best player!

SECRET PLAYERS

There's a full set of extra players to unlock, by winning Street Tournaments. The secret players are available in Exhibition mode. Press L2 + R2 on the player select screen to reveal the ones unlocked so far. (You can also press Select to switch a player between normal and secret.)



CELESTE Right-handed, all-round style.

RICHARD Right, all-round.

PEACH Right-handed, baseline style.

YOSHIMITSU *Tekken!* Right, baseline.

OWEN Right-handed, netplay style.

HEIHACHI *Tekken!* Right, baseline.

XIAOMIN Right-handed, netplay style.

PAC-MAN Gobbler. Right, all-round.

SASHA Right-handed, baseline style.

TROY Right-handed, all-round style.

TIFFANY Right-handed, all-round style.

SHERUDO Right, all-round.

ACEA Right-handed, all-round style.

SAM Right-handed, all-round style.

EMILLE Right-handed, all-round style.

RED ACE Right-handed, baseline style.

CLARA Right-handed, all-round style.

EDDY *Tekken* dude. Right, netplay.

TARA Right-handed, all-round style.

LAMAR Right-handed, all-round style.

ROBYN Right-handed, all-round style.

COACH Right-handed, all-round style.

REIKO N *RR* girl! Right, netplay.

DRAGON Right-handed, baseline style.

TAYLOR The best serve of the ladies. bad headband.
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

SUMMERS Good all round, great volley. Top totty!
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

ANNA Good all round and fast. And cleavage!
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

JASMINE A fast smasher with decent serve.
Righ-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

MAY Fair all round, great volley. And a nice pair.
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

CELINE Fast mover and a great net player. Ginger.
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

DAVIES Just a fair all-rounder with a plain face. Poh!
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

VIKI A decent serve but not much else...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

MAI Only smashing at smashing. Nuff said.
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

JORDAN Fast but lacks skill. We all know one...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

ALYSSA Not much cop, but cute, if you like Sporty.
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

AKIKO *Easily the worst player. Ugly to boot.*
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

RENZO The best player, without a doubt.
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

ROGERS Super smashing, great all-rounder,
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

CHAN A good, fast all-rounder. Handy for novices.
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

DANN Great serve, good all round. Funny hat.
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

DESOUSA Good serve-and-volleyer. Bad hair.
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

GOODMAN Great ability, but sluggish. Stoned?
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

RUFUS Great serve, fair all round. Real temper...
Left-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

PIERCE Like Dann, but slower, and a Ginger...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

MICHAELS Top serve, poor volleyer, bad hat...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

PETERS Mediocre all round really. And a cap.
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

DIAZ Similar to Peters, poor stroke. Avoid...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

LINN A general lack of talent. But goggles...
Right-Handed Serve ★★★★★ Stroke ★★★★★ Volley ★★★★★ Smash ★★★★★ Speed ★★★★★

In general, the boys are stronger, although the top girls can compete with the bottom boys.

EXTRA EQUIPMENT

You can choose one item of equipment in Tournament mode. Extra items are unlocked by winning Grand Slams and range from better rackets to invisible ink, masks, and giant carrots!

FIRE RACKET This leaves a fiery trail as you swing it around.

DYNAMITE RACKET Flame trail and explosion when you swing it.

WAVE RACKET The ball produces water ripples when it bounces.

GOLDEN RACKET Just press R2 to make this swanky racket sparkle.

SILVER RACKET As with the Golden, press R2 to make it sparkle.

ELECTRIC RACKET Similar to Fire, producing an electric trail.

COLA BOTTLE You use this large plastic pop bottle as a racket.

TUNA FISH Racket. Makes squidgy sound when hitting the ball.

STARBURST RACKET Gives the ball a comet-style starry trail when hit.



FRYING PAN Used as a makeshift racket, of course.

CRIMSON RACKET This one leaves a crimson trail when swung.

INVISIBLE INK Makes you near-invisible, just a stealth shadow.

SMOKING SHOES Your shoes leave a trail of smoke as you run around.

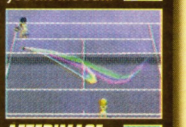
MOSQUITO Buzzes around you constantly – and you can't swat it. Perhaps one of the cruellest indignities to inflict...

HUNGRY CHICK A load of 'cute chicks' follow you around on court.



BLADE RACKET Remember the force, Anna, with this light sabre.

RAINBOW RACKET A pretty rainbow trail every time you hit the ball.



AFTERIMAGE Leaves a trail of ghostly images as you run around.



FOOTPRINTS Leaves a trail of dirty footprints which then fade.

PANDA MASK For a laugh, the player dons a giant panda head.

WRESTLER MASK A scary face mask to put off your opponent.

WARP RACKET Warps the view around the ball when hit.

CARROT Anna plays with a giant carrot... ahem.



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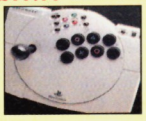




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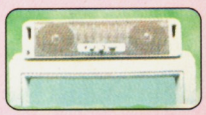
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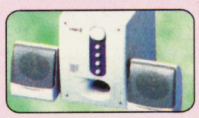
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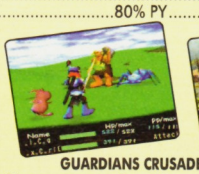
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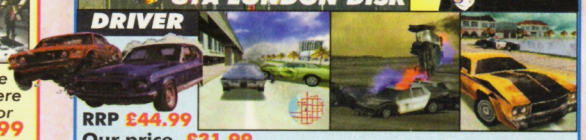

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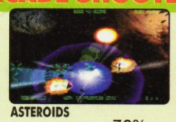

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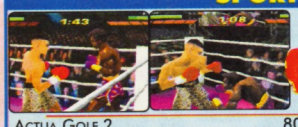
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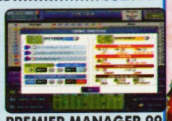
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FLYING





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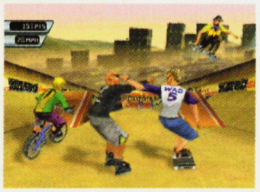
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3 Xtreme



If ever a series needed a kick up the backside to get restarted, it's this one. *3 Xtreme* should be a return to the playability of the *ESPN Extreme Games* days, but with some graphic head-thumping violence to spice things up for today's disturbed youth.

Army Men Air Attack



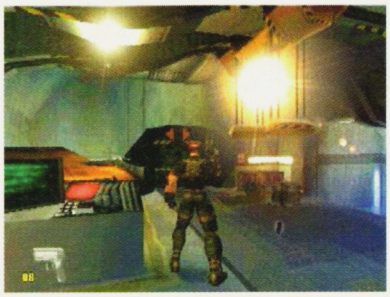
Think of everything *Army Men 3-D* was missing and it's more than likely in here. As the name suggests, there are now aircraft involved in the miniature plastic war, but best of all is the use of giant human locations to emphasise the minute scale of the moulded army.

Fighting Force 2

JUNE 1999
PUBLISHER Eidos
GENRE 3-D Action
1 Player
60% Complete
Anticipation
★★★★★

Regular PLAY readers will remember Core Design's multi-directional, two-player beat-'em-up *Fighting Force*. Although flawed in places, it successfully combined *Double Dragon's* grab and throw action and chucked it into 3-D. By contrast, the cunningly entitled sequel is a single player action adventure played very much in the *Duke Nukem: Time To Kill* mould. From what we've seen, it looks fantastic and although the plot could have been lifted from *Universal Soldier*, ie obedient-and-unethical-genetically-modified-killing-machine-gets-to-hunt-down-evil-scientists-with-he-intention-of-erasing-sensitive-data type scenario, but we've pinpointed trace elements of stealth, strategy and environmental/ person interaction too. It seems that everybody wants a piece of the *Metal Gear* pie these days.

Boasting a 'revolutionary' 3-D engine, where slick and seamless third-person gameplay come as standard fittings, you fill the hob-nailed boots of hawk Manson on deadly mission through a number of expansive R&D facilities. Whether you're snatching blueprints, transmitting vital information, or hunting down mutant meatheads, there's a definite consequence to every action taken. Improvisation and foresight are going to be essential and it's up to you to decide whether an all-out assault or stalking tactics are employed.







Although a derivative of Duke Nukem *or* One, Fighting Force 2 *looks far, far better. Check out the fireworks.*

Fighting Force 2 features some of the coolest visuals we've seen for a while, similar in style but much better to Apocalypse.

Gekido

AUTUMN 1999
PUBLISHER Gremlin
GENRE Beat-'em-up
1 Player
70% Complete
Anticipation
★★★★★

Call it a thinking man's *Fighting Force* or a *Saboteur* wannabe, *Gekido* is a martial arts arcade adventure which takes its influences from old arcade favourites *Renegade* and *Double Dragon*. But just to keep things interesting, Gremlin has wrapped the knuckle-busting action around a totally immersive action adventure based on manga themes. Heralded as fast and furious beat-'em-up with enough original features to fill a John Woo film set, *Gekido* takes place in 2011. Rumours and speculation abound and the populace is getting twitchy. The Pegasus Corporation's hush-hush anti-virus program has blown a fuse and gone ape, mutating into a humanoid form and the governments crack team of coverts – call them the hacking equivalent of the A-Team, can save the world from impending Armageddon. You get the idea. Players can pick from one of four motion-captured characters to kick the bejesus out of various forms of scum-sucking villainy and great chunks of the fully-destructible scenery too.

Every adversary touts a different style of fighting and as seen in the forthcoming *Saboteur* from Eidos, multiple opponents vie for your blood simultaneously. With various paths to follow and a vast array of fantastic weapons to try out on bosses and grunts alike, *Gekido* looks set to take players on a martial arts experience of a lifetime.







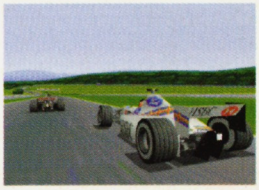
Expect simultaneous attacks from every angle as you make your way through each level.

Blades Of Steel 2000



Konami's millennial ice hockey game is the authentic, NHL licensed article. Faces texture mapped from the real players and trademark moves set this apart from the dross.

Formula One



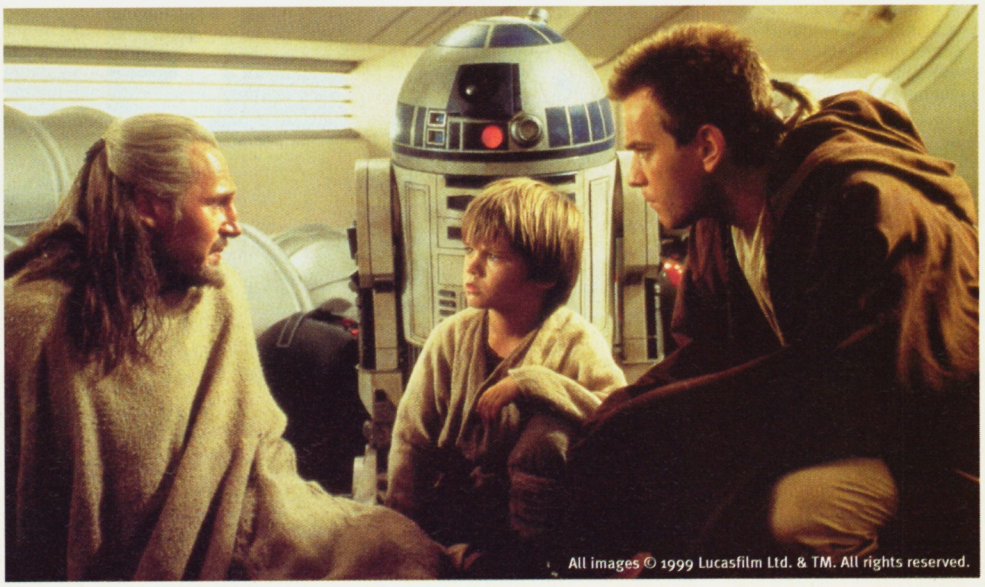
Using official 1998 data and statistics, this one is going to be painfully out of date by the time it arrives. At least it's going to play better than Psygnosis' *F1'98* effort.

Star Wars Episode One

WILL IT BE BETTER THAN THE MOVIE?

The Phantom Menace

Owing to the high profile nature of anything connected to the new *Star Wars* film, Activision's precious *Phantom Menace* videogame was not openly strutting its stuff on the main floor at this year's E3. Like an unsavoury peep show, you had to talk your way past a closed door and prepare to meet stimulation in a purpose built booth if you wanted to witness this fresh young thing in action. But this promising encounter was to prove unsatisfying for a room full of expectant men, safely tucked away from Los Angeles in a cooled chamber.



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The perpetually forced viewpoint feels distinctly old-fashioned after MGS *and* Tomb Raider, *but the subject matter compensate fans.*



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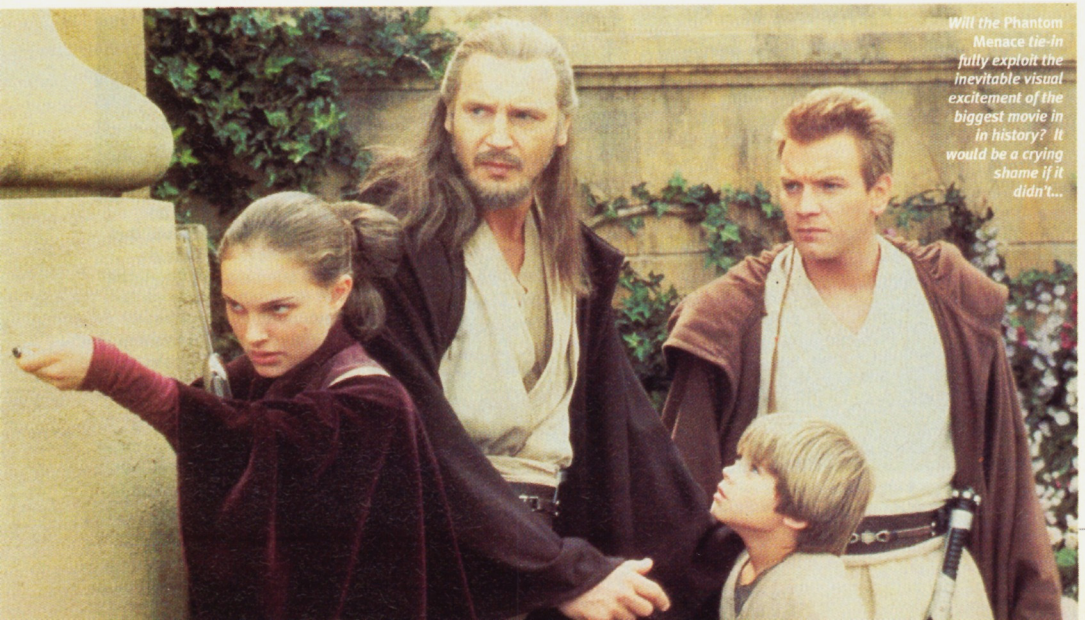
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Only one level was playable, raising doubts about some less than honest organs which had published full reviews only days after the event. Even that level, set in the swamps and woods of Naboo, was in a bad state development wise. Movement was false and jumpy, and the scenery was teaming with flickering glitches. It was said that polygon tears were so wide you could fit a Gungan through them, but that'll change.

JUNE 1999
PUBLISHER Activision
GENRE Action Adventure
1 Player
50% Complete
Anticipation
★★★★☆

One of the game's better characters, Obi-Wan, was the available combatant. His motion betrayed that of the spritely Ewan McGregor, and he's currently only capable of a couple of Lightsaber swishing strikes and a secondary attack in the form of the mighty Force Push. With that, the snowflake that broke the Tauntaun's back, we were not surprised to hear news immediately after the show that *Star Wars Episode 1* was to be delayed by two to four months...

STAR WARS
EPISODE I
THE PHANTOM MENACE



Will the Phantom Menace *tie-in fully exploit the inevitable visual excitement of the biggest movie in in history? It would be a crying shame if it didn't...*



We want to see it and we want to see it NOW!

Canal+ Football



For your money you'll get 32 national European teams and 32 all star dream teams composed of the best players from the last 50 years. You also get to be part manager while you play each match, giving second-by-second orders to your hairy-legged lads.

Centipede

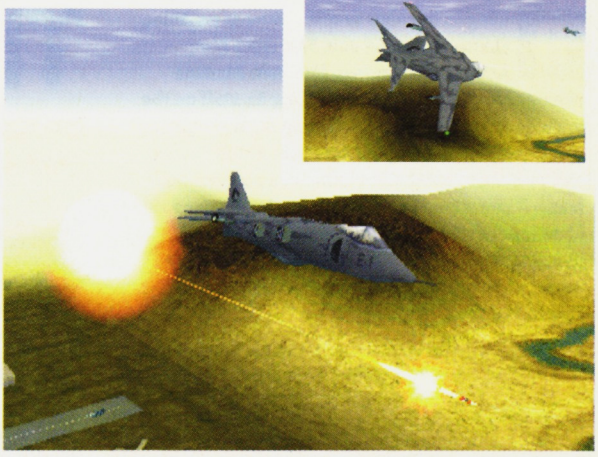


Back when people carried tapered wooden clubs and protected themselves from the elements with leopard skin smocks, there was *Centipede* on the BBC Micro computer. Hasbro wants a new generation to experience the simple gameplay, hence this. We remain unconvinced as to the lasting appeal of this title, but maybe Hasbro can put a fresh spin on proceedings... we'll soon find out.

Eagle One

FROGGIE FLIGHT SIM IN "QUITE GOOD" SHOCKER







"We have a problem, control..." A bombing raid across military bases leads to civilian casualties. Sound familiar?

Flight sims have never been big business on game consoles, traditionally being the favourite genre of PC gamers, but* Eagle One's *slick graphics and immediate gameplay could mark a fresh appeal for airborne combat, particularly with a current war to get all wannabe bombers in the mood...

JUNE 1999
PUBLISHER Infogrames
GENRE Flight Sim
1-2 Players
75% Complete
Anticipation
★★★★★

Balls like ostrich eggs. That's what you need to showcase a PlayStation flight sim at the same industry exhibition as Namco's *Ace Combat 3: Electrosphere*, but Infogrames is clearly feeling rather cocky after swelling to engulf most European games companies over the past year. The French giant hit the stands at E3 with *Eagle One*, a fiesty flying fighter that promises you the most fun you can have in hostile airspace.

Based around the Harrier aircraft, *Eagle One* simulates the VTOL capabilities (the bits that make Harriers hover, aerodunce!) of that plane and so the sensation when you take to the sky is quite different from those games which have gone before. Though it looks like a full-on propellerhead's sim, *Eagle One* is more of a fast-paced arcade blasting experience than you'd think, with varying objectives to qualify the violence of its 25 missions. The action is up close and personal, so there's none of that launching guided missiles at a pixel or two on the horizon. Think of the *Desert Strike* series in 3-D.

If you've got a friend, there's no need to leave them out of all this high calliber entertainment. Via split-screen (though we feel hardened flight jocks may have preferred link-up) you can choose to chase each other all over an island or put your differences behind you and play co-operatively. Trawl the second-hand music stores for Kenny Loggins' rousing 'Danger Zone' anthem and you've the makings of a perfect evening. More info next month.



Forget the propellerhead details – just start shooting people down. Realistic flight sims have been tedious since the ZX Spectrum. Fact.



Anyone who's seen True Lies *will be eager to get their salty palms on the controls of this classic aircraft. Then crash it, obviously.*

Cool Boarders 4



A series that is not necessarily getting better with age, we hope *Cool Boarders 4* signifies a return to form after the muddled exercise that was *CB3*. Nobody else seemed to give a flying expletive at E3 as there wasn't even a whisper of it on the floor.

Fisherman's Bait 2



Since *Get Bass* arrived on Dreamcast, we've realised that fishing games can be really rather good fun. The heartache over the fact that there are no PlayStation fishing games in the Western world is about to be soothed by the release of *Fisherman's Bait 2* in the US. With any luck, you'll soon be grabbing some *Fisherman's Bait* yourself, and if it's anything like as good as the Dreamcast game, we'll all be very pleased indeed...

Warpath: *Jurassic Park*

AUTUMN 1999
PUBLISHER Electronic Arts
GENRE Beat-'em-up
1-2 Players
70% Complete
Anticipation
★★★★★

Apparently, George Lucas was so impressed by the 'real' digitally recreated dinosaurs in *Jurassic Park* that he decided that now he could realise his vision of undergoing another *Star Wars* trilogy. There hasn't been a third dino film, but DreamWorks Interactive are currently beavering away on a spin-off beat-'em-up involving the very same drooling carnivores.

There's no room for grass-munching vegisaurs in *Warpath: Jurassic Park* – a game which bites first and asks questions later, whilst baring an uncanny resemblance to *Primal Rage* released a few years back. Considering the genre is becoming staler than a week-old kebab, we're still a bit sceptical as to how it will appeal to an audience still gorging on *Tekken 3* and *Street Fighter Alpha 3*. However, most beat-'em-ups don't feature 14 flesh-hungry characters who bite, snap, rake stomp on each other. All of the traditional forms of close-quarter violence such as grabs, combos, reversals and slams are in there for the purist, but how they trained these pebble-brained dinos to perform like this is amazing. Expect real-time wounding effects, rising dust, tomato sauce, team battle, secret moves, locations from both films and loads of off-screen animations (no doubt involving human fodder being gobbled up). Jurassic larks or gameplay that belongs in the stone age? We'll let you know soon.

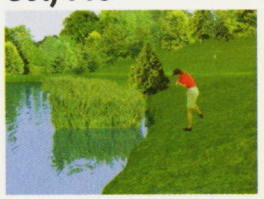
Is **Warpath** *just a* **Primal Rage** *clone or something with a bit more bite?*



The T-Rex decided to dance the Lambada, while Giga bites his head off. It's a match made in heaven.

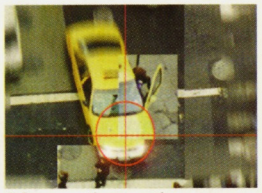


Golf Pro



In this wild new golfing game, you, the player, get up to all sorts of crazy japery, including selecting from a collection of clubs which one to hit the ball with, taking aim, then trying to get the ball down a hole at the other end of the course. Insane.

GTA 2



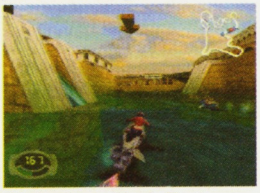
A few months ago, the expectation worldwide as well as in the PLAY offices for this would have been strong. But that was before the disappointing cash-in of *Grand Theft Auto: London* appeared, crushing spirits and making children cry in its wake. Still, we'll forgive take 2 their cynical cash-in if they can put some fresh perspective on the decidedly ropey looking *GTA* engine. With *Driver* selling truck loads, they've got their work cut out for them, we reckon.

Hogs Of War



You see what they did there? More than just a clever play on words, *Hogs Of War* is a comedy strategy game along the same lines as *Worms*. Try to imagine *Command & Conquer*, not just in 3-D, but with pigs, and you're approaching the idea of *Hogs*.

Jet Moto 3



US developer Single Trac's other success after establishing the *Twisted Metal* series was *Jet Moto*, or *Jet Rider* as they call it here. Just like *Twisted Metal 3*, Sony has grabbed the third *Moto* game for itself, with internal Sony developer 989 Studios taking the coding helm. Let's hope it doesn't go the way of *TM3* then...

40 *Winks*



Featuring tonnes of gorgeous levels filled with beautifully detailed creatures, we expect something pretty special from GT Interactive.

AUTUMN 1999
PUBLISHER GT Interactive
GENRE 3-D Action Adventure
1 Player
70% Complete
Anticipation
★★★★★

We hear it all the time from over ambitious press releases and industry hype in general, but *40 Winks* – a stunningly pretty 3-D adventure geared (again) at a younger audience – could be the PlayStation's answer to *Super Mario 64*. Before you sigh despondently and turn the page, just take a look at the screenshots. The resolution couldn't be higher, the animation smoother or the action more compelling. *40 Winks* is set in a world of children's dreams and playing as one of two characters Ruff and his twin sister Tumble, you've gotta save the 40 remaining Winks from the arch- baddy NiteKap and his bothersome minions.

Being a dream, you can become just about anything, so don't be surprised if you find yourself donning the garb of a robot, superhero, monster or even a ninja. To find them players need to jump in and out of 'Jack-In-The-Boxes', which double as clues to help you through each part of the adventure.

Mario is dead! Well maybe not, but don't be surprised if 40 winks gives the diminutive Italian plumber a run for his money in the cuteness stakes.

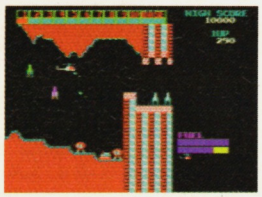




As you'd expect, each costume discovered embues the user with special abilities – a bit like Gex's latest adventure, but a good deal prettier than that rather ugly endeavour. All of your adventures take place in a 'huge variety' of dream themed levels, based on castles, space, pirate, underwater, nightmare and prehistoric themes. Don't lose any sleep over this one, your wake up call comes next month when we're hoping to have a full review of this title.

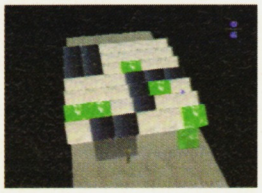
Tomorrow *Never Dies*

Konami Classics 2



A range of your favourite old Konami titles, repackaged from the olden days and slapped on a PlayStation CD. From what we could see at the show, there didn't appear to be any major arcade classics on here though, so anticipation is riding low.

Kurushi Final



Also known as *IQ Final*, this the sequel to *Kurushi*. The relentless race-against-time puzzle action should be even more infuriatingly addictive than the original, and seeing as we don't receive puzzle games very well over here, it will be somewhere around £20!

MLB 2000



There are plenty of baseball (read 'rounders') games on PlayStation, but when widely praised internal Sony developer 989 Studios has a go, everyone sits up and takes notice. Player animation unparalleled by anything seen before, high res looks, and all in all, it looks good enough that more than three people might actually go and buy the thing is this country...

It probably hasn't escaped your attention that one of the finest videogames of all time was a Bond license, and it wasn't out on your machine but on Nintendo 64. While it's highly unlikely to beat *GoldenEye* into submission, EA's *Tomorrow Never Dies* should go some way to redress the balance this Autumn, and it's on PlayStation.

AUTUMN 1999
PUBLISHER Electronic Arts
GENRE Action Adventure
1 Player
75% Complete
Anticipation
★★★★★

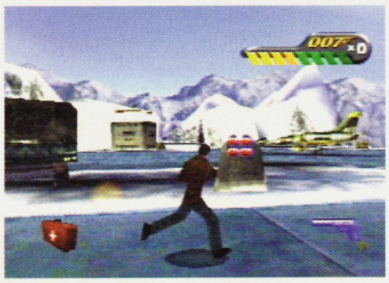
Using three game modes (third-person on foot, skiing and driving) you get to move smarmy Pierce Brosnan through more than ten danger-filled missions. Mission locations are recognisable from the movie, as you get to leap around places like Elliot Carver's media centre or that funky stealth boat. On top of infrared goggles and a cool sniper rifle with zooming scope, you also get to try out a load of gadgets prepared by doddering old Q. Cufflink detonators, ski pole rocket launchers, microscopic tracking bugs and more await your amateur spy fumblings.

As does Wai Lin. The multi-genre game model can fail horribly (*Mission: Impossible* on N64) or pass with flying colours (*Crash 3*) so the fate of *Tomorrow Never Dies* is not set. However it turns out, you'll hear about it first in these pages!



Guide Jimmy B through the constant gunfire and explosions of the movie, with top weaponry!





Pierce was puzzled. He specifically ordered that the bunks in his trailer be "Filled with buxom girls."



Tarzan

When it's done investing in defense contracts, buying up crucial chunks of the world's finest cities and paying actors minimum wage to rot away inside animal suits at Florida temperatures, Disney occasionally still likes to wheel out the odd animated feature. The next of these will be *Tarzan*, and predictably a videogame will coincide with its release. This is it. Like the film, *Tarzan* the game begins with a young, orphaned boy who is raised by apes in the jungle. Engage in such thrilling levels as avoiding stampeding elephants, or getting Jane to safety from a pack of nasty baboons. If that doesn't pop your pacemaker there's still time to mess up the humans' camp site a bit. Incredible.

AUTUMN 1999
PUBLISHER Sony
GENRE Platform
1 Player
75% Complete
Anticipation
★★★★★

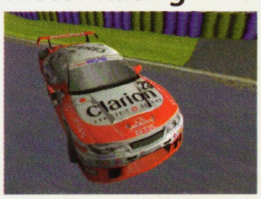
Even with background artwork and character animation from the motion picture to please us gorillas who are a bit longer in the tooth, it must be said that *Tarzan* will most likely only find favour with the young chimps of our land. Call us cynical, but the entire front page of the press release centres on a buy-one-get-one-free offer with a well known high street burger chain. All well and good, but the phrase 'brilliant marketing ploy' is still ringing in our ears. Can *Tarzan* (the game) live up to all this hyperbole? We'll reveal all very soon...

Why couldn't we have had the PlayStation version of Mulan *instead? Those are some character animations it would be worthwhile taking a closer look at.*





Motor Racing



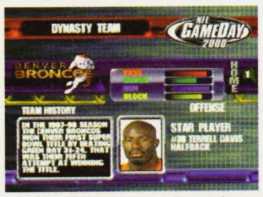
No, it's just a working title at the moment. Empire's brave forray into the racing genre looks like a good 'un. Race outside of the circuits and through the streets, attain panel-by-panel damage and race on the most accurately modelled tracks in the business. A tad ambitious, but we're eagerly awaiting this potential automotive masterpiece! And you've got to admire anyone's bravery who decides to pull out a racing sim when *Gran Turismo 2's* on the horizon...

NFL Blitz 2000



Certainly an enhanced rendition of the tried-and-tested *Blitz* game engine, but the ability to napalm the stadium yelling, "It's the dullest sport in the world!" is somewhat conspicuous by its absence. We've heard whispers of that in *NFL Blitz 2001*.

NFL Gameday 2000



The day when a new *Gameday* title hits stores across the land is always a day of celebration for our cousins over the Atlantic. We're not quite as fanatic. After all, the ball's the wrong shape, the ref never seems to spot umpteen hand-balls, and the hacking's so bad they need to wear armour. This is like the last one, but better.

The wait's nearly over for the second most anticipated driving game...

Way, way back in the summer of '97, *V-Rally* out-paced rival racers *Rally Cross* and *Total Drivin'*. It was warmly regarded as the definitive rally sim. Since then, Infogrames has been busy fine-tuning the inevitable sequel and it looks like it's going to be an absolute corker. As we hoped, it's very much the officially licensed product featuring 18 cars plus ten bonus classics that need unlocking. This time it'll be even more accessible (*V-Rally* was pretty unforgiving in places) with options for assisted steering and improved car physics.

JUNE 1999
PUBLISHER Infogrames
GENRE Racing
1-4 Players
85% Complete
Anticipation
★★★★★

The new game engine is startlingly fast and the cars feel really weighty as they lurch convincingly over undulating terrain. The biggest shock comes when you plug in a Multi-tap, however. There's virtually is no slowdown in the four-player split-screen and it hasn't even been optimised on the preview version we played. Zoiks! The whole graphics engine looks extremely polished, consisting of clever coding routines which minimise pop-up and polygon tearing. The cars look amazing too, featuring reflection mapping and transparent car windows, which means you'll be able to see every twitch and grimace as the drivers and co-drivers hang on for dear life.

Car bodies take progressive damage and get mucky, and the more observant drivers will notice increased animated activity from the roadsides. There are four different game modes (Arcade, Rally Championships, V-Rally Trophy and Time Trial) a trio of training courses and the pièce de résistance – a massive track editor. Far from offering you one set of backgrounds to glue together, you can pick from dozens of scenery chunks.

All this with 92 tracks and stages set over 12 countries incorporating variable weather conditions, cross roads, and double road super stages.

V-Rally Championship Edition 2 should hit the shelves at the end of June, but slam on the brakes until our review next month.



Vastly improved graphics are promised, and it looks like they're being delivered.





Cars and courses look better than ever. Our guess is it'll give Gran Turismo *2 a real scare.*

NBA In The Zone 2000



Every sports game series wants to be on the shelves with a '*2000*' version this year, and good old *NBA In The Zone* is no exception. They've already got the gameplay, so In *The Zone 2000* really just needs some natural player animation and high speed.

NBA Shootout 2000



Not to be left out, *NBA Shootout* wants to shoot and score late this year with a Y2K edition. Being deeper on the statistics side of things and rather different to play compared with *NBA In The Zone*, court fans will find something to like about both of these.



Championship Edition

V-Rally 2

Mission: *Impossible*

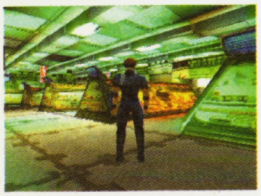
WILL IT BE BETTER THAN THE MOVIE? MARK II

NFL XTREME 2



The poor cousin of the new wave of *NFL* releases, with dodgy graphics and the missed opportunity of a '*2000*' in the title, but *Xtreme 2* offers a more frenetic angle of gameplay than *Blitz* or *Gameday*. But why can't they just talk, and ask each other for the ball?

OMIKRON



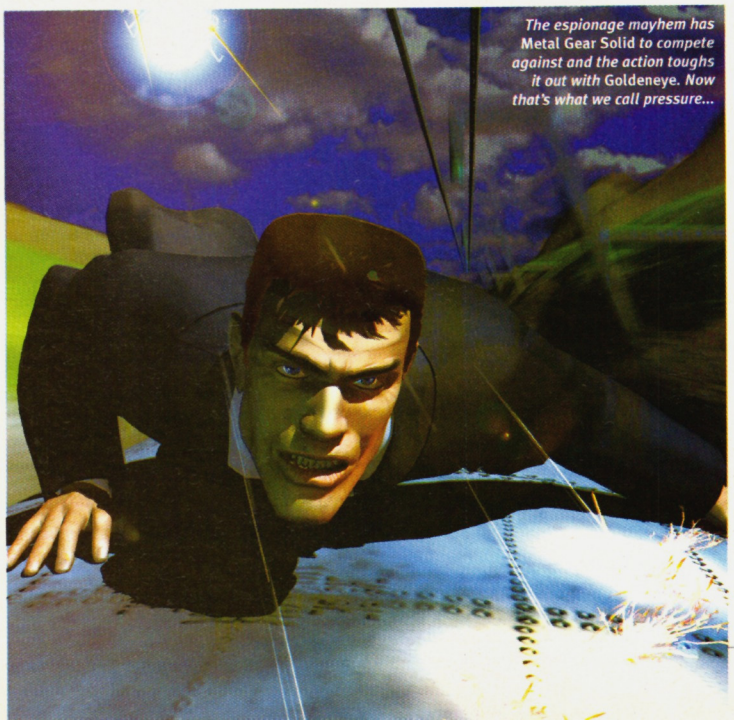
We thought it was going to be top, after seeing it some time ago at the ECTS games show. But then the game disappeared, crumbling crooner David Bowie got involved and nobody's seen it on PlayStation since. Could it have been canned after all this time? Nah... We're sure Bowie will have a brilliant comeback based on an album jungle beats provided for the game. Maybe he'll even do some of his legendary acting to really make this game special... oh dear.

As a film to game tie-in, *Mission: Impossible* shouldn't have failed on Nintendo. Everything was in place: a plausible plot, tonnes of action sequences and more gadgets than a Bond flick, but somewhere along the line the programmers lost the plot and to say that it received a luke-warm response from the games press is being charitable. But there's no need to abort this assignment, because Infogrames has listened to all the criticism using the latest spy satellite technology and weeded out/tweaked many aspects of the game. In other words PlayStation owners can, in theory, look forward to the best version featuring 'enhancements' and added levels.

Assuming the guise IMF secret agent Ethan Hunt, your mission, should you choose to accept it, will be to negotiate a series of authorised world-wide missions spanning 20 levels of intense action and intrigue. To the untrained eye *Mission: Impossible* looks like a *Goldeneye* clone, but there's more to it than just that.

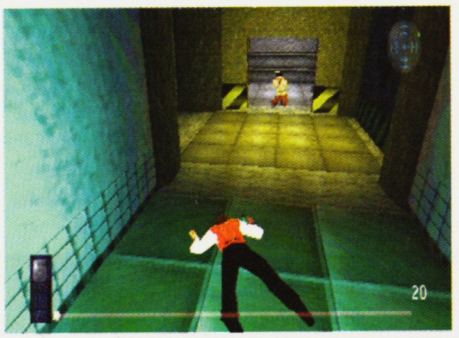
AUTUMN 1999
PUBLISHER Infogrames
GENRE Action Adventure
1 Player
65% Complete
Anticipation
★★★★★

Advocates of extreme violence and trigger-happy destruction are well catered for as we'd anticipated, although the rudimentary prerequisites of strategic thinking and extreme accuracy play a major role too. For the main part, you'll be running around as Ethan Hunt from a third-person perspective, but this is interchangeable to first-person when certain situations arise (one being a fantastic sniper level). Okay, so what's changed for the PlayStation version? There's a new cinematic soundtrack using real CD music, a rehashed control/inventory interface, improved menu design, additional speech and PocketStation support. More interesting still is the simplification of many of the level designs – this will appeal to a larger audience, apparently. We'll reserve judgement on that one. If we had to put *Mission: Impossible* into a nutshell, it's *Goldeneye* meets *MGS*. Potentially, there's a perfect balance of strategy and cunning interspersed with sporadic bouts of violent gunplay. What more could any self-respecting spy ask for? Well, all right, a couple of tasty birds thrown into the mix would go down nicely...



The espionage mayhem has Metal Gear Solid *to compete against and the action toughs it out with* Goldeneye. *Now that's what we call pressure...*

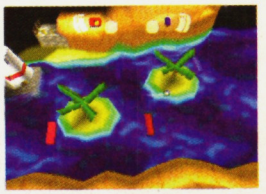






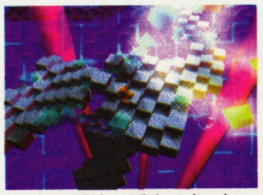
Is Mission: Impossible *going to be the PlayStation's answer to* Goldeneye*? Please? Well, let's just wait and see...*

PONG



The first arcade machine appeared when two guys invented a bat-and-ball game and taped a box for quarters to it's side. That was *Pong*, one of videogaming's founding fathers, and it's set to return in confusing 3-D on your PlayStation.

Q*BERT



The 1982 ColecoVision classic makes a comeback, but on slightly more popular hardware (the PlayStation). Your aim remains the same as before – conquer all the cubes on your current map by bouncing on them – but the levels are far more complex, enemies are clever instead of drones, and it looks gorgeous. Of all the retro games we've seen rejuvenated of late, this looks most fun. We can't wait.

Kingsley

AUTUMN 1999
PUBLISHER Sony
GENRE RPG
1 Player
70% Complete
Anticipation
★★☆☆☆

A wicked wizard by the name of Bad Custard is leaving a nasty taste in the mouths of the locals in the Fruit Kingdom. He's only gone and half-inched the Book of Magic that threatens the well-being of the realm. Boo! Hiss! In an unlikely world, featuring countless unlikely situations, it only seems fitting that an unlikely hero is here to save the day. You play the titular True Knight, a doe-eyed foxcub and must assist him on his quest to True Knighthood and what better way to accomplishing this, than ousting the cowardly Custard. As the screenshots convey, *Kingsley* is a *Zelda*-inspired action role-playing game (RPG), where the cuddly canine critter travels the land completing simplistic tasks while collecting various items and oddments necessary for the final showdown with his arch-nemesis. Fairytale castles, dungeons, villages, lakes, mountains and woodland abound in resplendent detail and there are in excess of 50 characters to pester throughout. Nine bosses need to be defeated too using one of four weapons: dagger, sword, axe and crossbow. Magic doesn't play a significant role, but five magical spells allow you to act like Paul Daniels – but not a lot. *Kingsley* is geared squarely at a younger audience, but we reckon there'll be a lasting challenge in the offing for fans of the genre. Expect a preview in the next month or two.

Interact with various weird and wonderful creatures on your way to ousting the bothersome Bad Custard.



Kingsley's tail must really chaff, but at least he keeps the steps nice and tidy.

WAR OF THE WORLDS



Many years on, the story that everyone thought was for real on the radio about alien invasion is still going. The PSX *War Of The Worlds* experience is kind of like B-Movie mixed with *Wargames*, only better than both. Camp sci-fi fun for all the family!

WWF ATTITUDE



Since it's for deluded kids or men with alternative lifestyles, we get a worrying number of letters about wrestling, and this game in particular. It does actually look alright as it happens, with proper graphics and decent animation, both of which are normally absent from these games.

ROLLCAGE EXTREME



When a game is this popular with the critics, you just know there's going to be a sequel! While it seems impossible to wedge further extremity into the packed *Rollcage*, Psygnosis plans to show us a thing or two about retina damage.

SHEEP



Play as Little Bo Peep and guide one of five stupid breeds of sheep to a UFO pick-up point. 'Artificial Stupidity' routines have been specially devised for the animals, who you help through a nightclub, an ice cream factory and more.

Shao *Lin*

AUTUMN 1999
PUBLISHER THQ
GENRE Beat-'em-up
1-4 Players
75% Complete
Anticipation
★★★☆☆

One of those games that just doesn't seem to ever come out, *Shao Lin* is apparently nearing completion. This is the game to buy if you have a multitap and like your beat-'em-ups. For the first time, up to four human controlled players can play simultaneously, pasting each other across the deck with a variety of authentically motion captured moves gleaned from the world of martial arts. The speed and mayhem is reminiscent of old kung fu movies – which can't be a bad thing. If you get embarrassed ordering pizza on the phone, never mind having three rowdy and willing mates to play with, *Shao Lin* has a sturdy single player mode as well, though the major selling point is the multiplayer scrapping. In Quest mode, you absorb extra fighting abilities as you pass though the adventure, and the game can throw up to eight angry fighters at you for the brawl of your life. Should be just like it is outside the clubs of Manchester on a Friday night.

Supposing that this game does get itself into a finished state, we'll bring you a full review as soon as is humanly possible! One thing's for sure, if THQ can get the four-player mode running smoothly, they'll have a real contender.



Cecil can do the entire YMCA sequence himself. God have mercy on anyone who gets in his way once he gets going.



Impressive. But hasn't somebody been spending a lot of time watching Marshall Law fighting? Mind, old Law couldn't pull off that outfit.



Enjoy it while you can. This will be the most exciting four-way fight many of you will ever encounter in you entire lifetime. Be thankful to THQ.

arena readers' letters

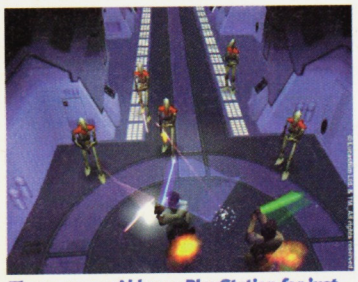
GAMEPLAY, THE OFFICIAL SPONSOR OF ARENA IS AWARDING A VOUCHER WORTH £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR EMAIL US AT: play@paragon.co.uk.

SAME OLD STORY

Dear PLAY,

Waiting for PlayStation 2 is a bit like waiting for the new *Star Wars* film. It's really exciting looking forward to them both, but it makes everything currently available look crap. Just as every film coming up looks derivative and, frankly, boring set beside *The Phantom Menace*, so the immediate future on PlayStation Mk1 seems dull and uninspiring. Come on. If *Dino Crisis* is the last great hope of the PlayStation, then I'll give up now. *Resident Evil 2* with some f***** raptors scurrying about? No thanks. Try harder. I'm sure all Capcom's key staff are working on their various N64, Saturn and PlayStation 2 versions of *Resident Evil*, and with the PlayStation nearing the end of its lifespan, it stands to reason that they'll knock out *Dino Crisis* in time for Christmas with little thought for the gameplay. This is so disappointing, especially after the thought and consideration that went into the original *Resident Evil* game, but sadly, *Dino Crisis* looks positively inspiring set beside the other 'killer' games coming this year. *Tomb Raider IV*, *Gran Turismo 2*, *Ace Combat 3*? In fact, all I really want is *The Phantom Menace* game, now I think about it, which is really kind of strange, don't you think?

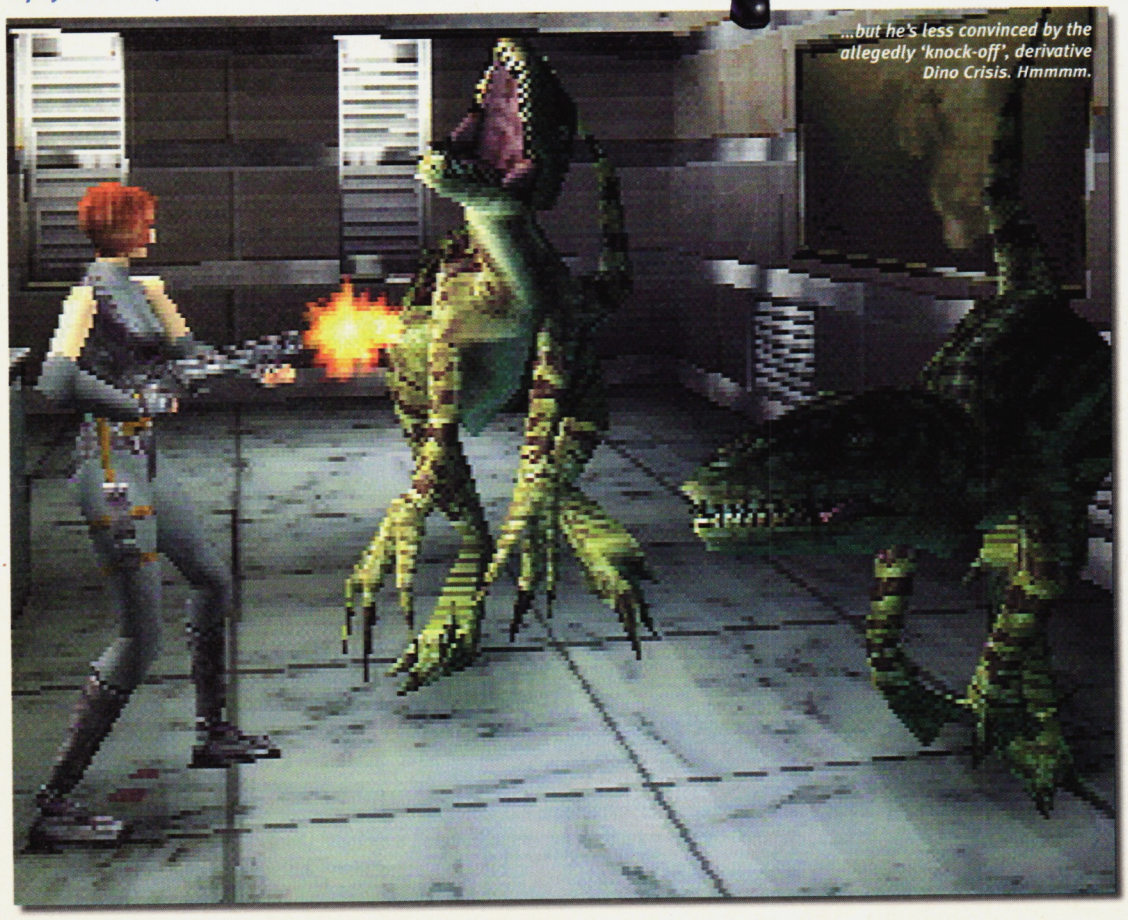
Harold Cave, Cheshire



The game you'd buy a PlayStation for just to play? Star Wars fan Harold would...



Nice symmetry to the letter Harold, but sadly, utter tosh. First off, it's none other than Shinji Mikami, producer of the original *Resident Evil* games who's running the show on *Dino Crisis*, so the suggestion that Capcom, or indeed Mr Mikami are 'knocking out' *Dino Crisis* for a quick buck is a touch unfair. And if you've seen some of the advance reviews of *The Phantom Menace* by now, perhaps you'll have twigged that your dreams of brilliance for this movie are perhaps slightly misguided. As to another snatch of Lara in *TRIV*, well, we've every faith in Core delivering a solid addition to the series. So you just sit in your quiet bedroom reading *Edge* until PlayStation 2 comes out.



...but he's less convinced by the allegedly 'knock-off', derivative Dino Crisis. Hmmmm.



return to sender

I would like to know if there are any horse racing games on PlayStation available as I haven't seen any around lately.

Andrew Timbrell, 9, Herts

There are several horse racing games available for PlayStation. Unfortunately for you Andrew, these games are only released in Japan, just like bass fishing games, train simulators and boy-meets-girl romance epics. You might find a Gallop Racer cabinet down your local arcade though.

I am a great fan of your magazine and would like to ask you a favour. Please, please, please would you make the Action Replay column larger because I bought one from an ad in your magazine and have barely no codes for my games.

Michael Gallagher, Co Tyrone

Not everybody owns an Action Replay cartridge, hence limited space. If you really want a big collection of codes, ask a friend with Internet access to visit www.datel.co.uk for you. They have thousands of them.

I have recently been on the PlayStation official Web site. I would really recommend it to all PlayStation lovers. Check it out at www.playstation-europe.com.

Matthew Wyatt, email

Well, thanks for the hot tip, Matt. Must have been hard to dig that one up. Why not delve in to the leading edge of gaming information at totalgames.net instead?

ENDURANCE RACER

Dear PLAY,
Now I'm not boasting but when reading your PLAY Debate in issue 47 I noticed you said "Younger" players had gone 20 hours or more without rest on something like *Final Fantasy VII*. Yes, younger players. I thought my



So good, you'll play it on your death bed? It's a strange world out there, for sure.

eyes were going with old age. I'm 56 years old and once braved the world of *Final Fantasy* for 32-and-a-half hours, going from disc one to two in one sitting. I did sleep for almost two days afterwards but I did it and I'm going to take you to court for age discrimination, yes I am. Had you going then.
Daniel Bourton, Somerset

Liar, liar, pants on fire.

READ & WRITE

Dear PLAY,
First of all, this is a bit flattering towards you. Not on purpose. I totally agree with all of your reviews – you must have gaming gods in your office! The cheats are good, too. But I have a good idea, especially as I love writing for Web sites and my school magazine (of which I was crowned editor!)

Why don't you let people send in their own reviews of games? I think it would be good to see what other people think and it's a chance for people to write for a magazine, if only once. Please think about it!
Rory Hill, Jersey

The 'reader reviews' idea has been knocking around for a while now. It seems there are a lot of you who would just love to have your scribblings published in your favourite PlayStation magazine. The same two problems keep cropping up however. One, if we wait for games to be released then ask you lot to send your reviews in, the information will be several weeks old by the time it's published. Two, you scare us and we don't want you creeping us out in the office while reviewing our pre-release copies in an attempt to get round problem one.

That'll be no, then.

DIRTY PHONECALLS

Dear PLAY,
I am writing about cheat lines. I think that PlayStation cheat lines are a total rip off. They cost 60p a minute for cheats which you can get out of tips books or from a magazine with a good cheats section like yours. I have only called a cheat line once, for cheats to *Jonah Lomu Rugby* and I spent two minutes on the phone. When the phone bill came I got told off for the amount, but the only cheat that I got was one which I already knew so it was a total waste of time. I think that these lines should be abolished.
Richard Girdwood, York



There are far more interesting telephone services available for 60 pence per minute, it must be said. We have regularly given away entire A-Z cheats books for free on the cover of PLAY, which you can keep and look-up at your leisure. Why would anyone want to spend 45 minutes listening to a gramophone recording of some smarmy bugger giving out cheats for *Worms* and *Magic Carpet*?

MOVIE MOGUL

Dear PLAY,
I've got a bone to pick with Sony, firstly, the PlayStation 2. What is the point? It will have nothing that the PlayStation we know does not, with the exception that you can play DVD movies on it, but there is an adaptor so that you can play DVDs on your ordinary PlayStation for about £40-45.

Let me put this into perspective. I want a games console that I can play games on and watch DVD movies on. I have two options. Option one, buy a PlayStation and a DVD adaptor for a total cost of about £145. Option two, buy a PlayStation 2 when it comes out in the year 2000 for a total cost of probably about £200. Get my point?



Sony's much touted, yet-to-be-seen-in-the-UK PocketStation...

The PlayStation 2 could have had a lot more to offer and certainly won't be on my Christmas list in the year 2000. But this thing might, if I can find out when it comes out. Yes, it's the PocketStation. With so much speculation about this wonderful piece of machinery, why haven't our friends at Sony given us a release date yet? Get it together Sony.
Lee Nicholson, Northumberland

Oh dear. Where to begin? After all the coverage given to the next PlayStation, you think it's the same as the current model but with DVD compatibility? It is in fact an entirely new 128-bit machine with graphics and sound capabilities beyond your wildest dreams. That is, presuming you can cobble enough brain cells together to dream, Lee. Next, those adapters for the current PlayStation allow them to play Video CD films, a defunct low quality format that was continued >

LETTER OF THE MONTH WINS £150 FROM GAMEPLAY

STAY TOGETHER

Dear PLAY,
I am writing regarding letters that I constantly read in the majority of PlayStation magazines slagging off the Nintendo 64. Until recently I just owned a PlayStation and the original NES (so that I could play the old *Metal Gear* games!) so I too had a blinkered view of gaming.

It was about two months ago that I got hold of a 64 for £50 from WH Smiths in the sale. I had no games but a friend from work sold me *GoldenEye*. What can I say? In my opinion the one player game is as good as *MGS* and the multi-player games are fabulous. I am now playing *Zelda* and *Mario Kart* and these are very good games also.

I feel that when people slag off consoles and not games themselves they are being stupid, missing the point and missing out on great games. I mean, you don't go into an arcade and only play one make of game do you?

With the price of games consoles so competitive at the moment, the main two both under £100, is it not worth owning both?

I can hear people crying out, "I'd love to have both but I can't afford it." The solution is second hand games. The second hand games market is so popular at the moment bargains can easily be found, especially for the 64.

I am not saying that the Nintendo is better than the PlayStation, or vice versa, but they both have very good games. PlayStation, for example, has *Metal Gear Solid*, *Tekken 3*, *Gran Turismo*. N64 has *GoldenEye*, *Zelda* and *PilotWings*. Aren't we gamers really, and not just PlayStation games players? So why do we need to be tied to one machine?
Mark Ogden, Lancs



Zelda, GoldenEye and MarioKart rule on a £50 N64? They're great games, but there ain't many...

So, in essence, 'Why can't we all just get along?' Quite right too. We try not to pay much attention to the 'Sony rocks, Nintendo sucks' or 'Nintendo rocks, Sony sucks' militants, but that doesn't mean their crayon-etched letters don't come pouring in at a consistently high rate. *GoldenEye* is marvellous, and there's no point in denying that just because you can't afford the machine. Sorry though Mark, *Mario Kart 64* stinks.


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Pod Racer, *to be converted from N64 to playStation later this year*

continued> **only ever popular in Asia. It is totally impossible to make existing PlayStations play any kind of DVD, primarily because they don't have DVD drives. It would be like sticking a Spectrum tape in your Walkman and expecting it to load.**

As for PocketStation, we're in the dark at the moment, but an educated guess places its release at August/September time.

PHANTOM GAME

Dear PLAY,

Thank's so much for your 'exclusive' news piece on the *Star Wars Episode 1: The Phantom Menace* game. Sadly, you're information and familiar screenshots did little to convince me that this game is not going to stink even worse than the movie.

At least your magazine didn't attempt to convince me that this new game was a *Tomb Raider* clone, as some other rags did, but rather let the screenshots speak for themselves, that is, reveal this 'cutting edge' licence for the *Gauntlet* rip-off it is. I've read some really interesting interviews with the team responsible for the game online, and whilst it's fascinating to know how little time they had to produce the title and how much pressure they were under to deliver on time for the 'must hit' deadline, I still find it laughable that the biggest franchise EVER should be reduced to a top down arcade blaster, with plenty of gratuitous sampled sound effects and gameplay promised to entrance seven-year-olds.

For years, LucasArts have produced technically stunning, utterly boring 'flight-sim' *Star Wars* games, which fail to appeal to the sensibilities of the average *Star Wars* fan, then, after a string of woefully poor console offerings (*Dark Forces*, *Masters of Teras Kasi*, *Shadows Of The Empire*) they're preparing to service the biggest movie of all time with this bland, generic shooter. I'm sure it's hard for them trying to ensure they appeal to every demographic, but must the solution be so simplistic?

Here's looking forward to *StarWipe*. Sorry, *Pod Racer*.

James Thornley, Brighton

We think you're being a touch unfair, James, especially as you haven't even seen the games running, let alone played either.

First of all, LucasArts have delivered some of the most innovative and brilliantly presented strategy and adventure games on the PC, which include *Sam & Max* and *Day Of The Tentacle*, as well as producing some well intentioned educational packages, that wisely exploits the *Star Wars* brand.

For their core *Star Wars* games, true, they've never delivered anything revolutionary in terms of gameplay, but it would be easy to argue that there have been less than ten 'revolutionary' videogame concepts since 1982, so they can hardly be blamed for delivering highly polished spins on successful genres with their *Star Wars* games. And as to *The Phantom Menace*, well, Ryan's playing it in America at the E3 at the time of writing, but it's difficult to imagine that either game is going to be poor, given LucasArts' experience and constantly improving portfolio of console titles. We'll just have to see.

We reserve the right to edit your letters and regret that we cannot reply personally. If you want us to print your email address, please give specific permission PLAY

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ALMOST LETTER OF THE MONTH WINS £50

GREEK GORE

Dear PLAY,

I'm a fanatic reader of yours from Greece, 25, male, who spends at least 3 hours per month searching for it, cause it's hard to find it at Greek news-stands (DO SOMETHING ABOUT IT! Send me a free-subscription).

The other day, I was sitting in a cafe with my fiancée and a friend of ours, talking about the lack of really exciting-addictive games for our little grey-god. Of course, there is *MGS*, *TR III*, *Silent Hill*, and *GT* even, but how about a game based on real life situations/fantasies/things we'd like to do? None! And I don't mean a horrifying 'VR-housekeeping and Actua Cooking' game or an 'Interactive Gardening' game, cause I'm sure that some filthy software company will threaten us with such releases soon.

What I mean is a game which finally will give you the opportunity to strangle the old lady who, while you're sitting in the bus, sticks her umbrella in your ribs, meaning 'Giddup young man, I am OLD!' simply by following her to her home, in a *Tenchu-MGS*-stealth way, when she gets off the bus. Or even setting the bank-accountant's house on fire, because he decided to take his lunch break right when it was your turn, after having waited for more than an hour in the queue.

And of course, the anger that such situations will cause will make the game really addictive and the player will want to finish each and every mission or even bonus level, like fitting as many potatoes as you can in the exhaust of your stupid supervisor's new Porsche during the lunch break.

I could think of over a thousand missions to write, but this would be in the form of a book or a movie script and not a letter.

Thanasis Kordalis, email

A great proposal for a game! You've probably captured the most common hatreds of men who are around your age group, and they'd buy this in a second. How about a level where you trace the call from one of those snotty telesales people who like to phone around dinner time? You could visit their office, stopping only to pick up pliers, a blow torch and some rope from the hardware store. Or a level where you have to get the positioning of two bear traps just right on your doormat before the Jehovah's witnesses come round? It's a sure fire winner.

Anyone else think they've got the perfect game design floating around in their head?

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HEAD TO HEAD 104
The classic party rapper, PaRappa takes on his own successor, Um Jammer, but who' ll be number one?

PLATINUM GAMES 105
Here we reveal the latest games to join the Platinum budget range, and pass judgement on how they have fared over time.

DVD SPY 107
We review a selection of the hottest new DVD releases. We also mention any exciting new features you should know of. NEW!

LATEST HARDWARE 108
New PlayStation peripherals and accessories reviewed and rated. Need a new joypad? Check out our guide before you buy!

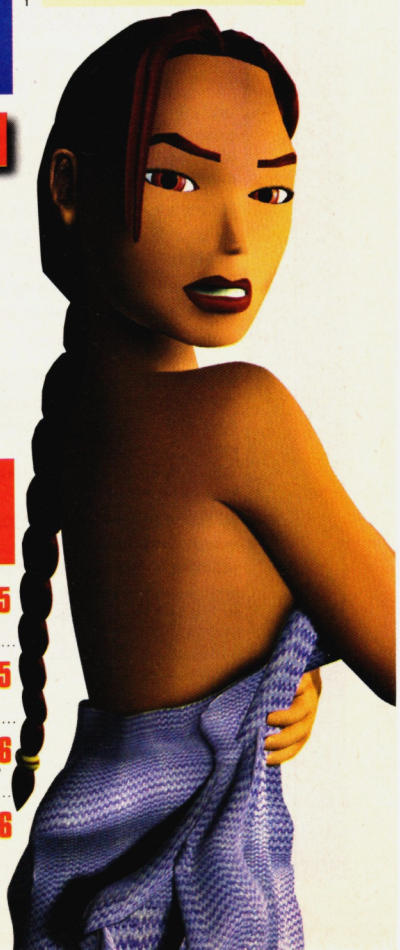
LATEST COIN-OPS 109
We hit the seafront arcade armed only with a digicam and 50 golden coins. What treasures did we uncover?

HOW TO... 110/112
*Impress your friends with your new gaming skills! This month, get tooled-up in **Syphon Filter** and get ahead in **Medievil**.*

MOST WANTED 111
The games that we are eagerly anticipating... the future of PlayStation!

PLAYLIST

THE ULTIMATE PLAYSTATION BUYER'S GUIDE



These monthly updated tops 10's provide handy guides to the best of each genre...

TOP 10 SHOOT-'EM-UPS 103
If you like big explosions, check these out!

TOP 10 SPORT'S GAMES 103
Like competitive action? Then try these!

TOP 10 STRATEGY/ADVENTURE 103
Like brain-teasers? Ponder these babies!

TOP 10 PUZZLE & PARTY 104
There's fun for everyone with this lot!

TOP 10 RACING GAMES 104
The fastest games to get the pulse going!

TOP 10 PLATFORM 104
If bouncing and collecting is your thing...

TOP 10 PLATINUM RANGE 105
The cream of the £19.99 budget range!

TOP 10 BEAT-'EM-UPS 105
High-kickin', face smashin' combat!

TOP 10 FIRST-PERSON SHOOTERS 105
Shooting people, again. But closer...

LONG-TERM TOTAL DRIVIN' 106
Does it still keep up with the racing pack?

LONG-TERM C&C: RED ALERT 106
Does it still fit in with your battle plans?

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
4-4-2	1-2	●								26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●								19	52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●				●				01	69%	Famous puzzle game, now in 3D! Average.
A Bug's Life	1	●							●	46	71%	Too hard for kids, too dull for adults...
CLASSIC Abe's Oddysee	1	●								26	90%	The most addictive platform game on the PSX!
CLASSIC Abe's Exoddus	1	●								41	92%	Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	●								01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●							●	23	84%	Far better graphically and playability wise.
A-Train*	1	●				●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●							10	88%	Best golf game on PSX so far (until Golf2).
Actua Golf 2	1-4	●								23	80%	Not as good graphically, but still great fun.
Actua Golf 3	1-4	●							●	41	76%	The best Actua Golf game to date, by jingo.
Actua Ice Hockey	1-4	●	●						●	32	70%	A worthwhile stab at the sport, but flawed faults.
Actua Ice Hockey 2	1-4	●	●						●	48	80%	Much better than the last one. Worth a look...
Actua Soccer	1-2	●								04	79%	Slick looking footie sim, now dated.
Actua Soccer: Club Edition	1-2	●								22	62%	Cynical re-badged version of above.
Actua Soccer 2	1-4	●	●						●	28	84%	Great at first, but the appeal soon evaporates.
CLASSIC Actua Soccer 3	1-4	●	●						●	42	92%	Top arcade style, simplistic football.
Actua Tennis	1-4	●	●						●	41	76%	Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	●	●							06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●							19	52%	Same game, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	●						●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●								34	86%	Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●								03	71%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Akuji The Heartless	1	●							●	44	78%	Atmospheric arcade adventure, but very repetitive.
CLASSIC Alien Trilogy	1	●								06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●								19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	●							24	80%	Superb comic commentary, not bad footie !
All-Star Tennis	1-4	●	●						●	43	70%	Puts an all-new spin on the tennis ball!
Alone in the Dark 2	1	●								04	77%	Intriguing French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●		●			11	74%	Average split screen American racer.
CLASSIC AK's Smash Court Tennis	1-4	●	●						●	49	93%	The most fun you can have with a multitap...
Apocalypse	1	●							●	43	65%	Big on thrills, low on lasting gameplay.
Aquanaut's Holiday	1-2	●								10	58%	Impenetrable and dull underwater guff.
Area 51	1-2					●		●		21	68%	Rough coin-op conversion using light gun.
Armoured Core	1-2	●								35	69%	Fun, but linear robot beat-'em-up.
Army Men 3-D*	1-2	●							●	49	68%	Fun, but short lived plastic warfare
Assault	1-2	●							●	40	80%	A nostalgic B-movie bug blaster.
Assault Rigs	1-2	●		●						03	81%	Tron-like tank blasting game. Good link-up.
Asterix	1-2	●								49	60%	Too much bollix and not enough frollix!
Asteroids	1-2	●							●	43	70%	Loses the divine simplicity of true Asteroids.
Atari Collection, The	1	●								21	81%	Many classics. Best: Missile Command, Asteroids.
Auto Destruct	1	●								29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●		●			●			14	71%	Ropey racing engine, jerky action.
Azure Dreams*	1	●								40	70%	Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	1	●							●	42	86%	Spaced out Space Invaders... great 3-D fun!
Baby Universe	1	●								39	22%	A trippy pattern maker that just doesn't belong.
Ballblazer Champions*	1-2	●			●					22	69%	Dull as dishwater futuristic sports.
Batman & Robin	1	●							●	37	78%	Half decent movie spin off with a lasting challenge.
Batman Forever	1-2	●								15	41%	Bloody awful film license – avoid!
Battle Stations	1-2	●								25	51%	Flat and unconvincing naval strategy...
Bedlam	1	●				●				25	78%	Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	1	●								30	65%	Transforming fun that's far from easy.
Beat Mania	1-2	●							●	42	60%	Arcade-style head-to-head music making.
Big Air	1-2	●							●	48	75%	It looks very rough, but it actually plays very well.
Big Hurt Baseball*	1-2	●								09	81%	Moderately successful sports conversion.
Biofreaks	1-2	●								41	78%	Mutated, mangled, muddled, mayhem.
Black Dawn	1	●								15	76%	Average helicopter shoot-'em-up.

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

- **Mouse compatible** eg *Theme Park*
- **One Player Only** eg *Resident Evil 2*
- **Multiple Players** eg *World Cup '98*
- **Steering/Analogue** eg *Gran Turismo*
- **Multi-Tap compatible** eg *Micro Machines V3*
- **Uses A Memory Card** (for save games)
- **Split-Screen Mode** eg *Bust-A-Move 2*
- **Link Cable Compatible** eg *Formula 1/Wipeout*
- **Light Gun Compatible** eg *Time Crisis*
- **Dual Analogue Compatible** eg *Tekken 3*

PLAYBACK

PLAY'S TOP 10...

These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

SHOOT-'EM UPS



1. CW: VENGEANCE	92%
2. FUTURE COP	94%
3. MDK	90%
4. G-DARIUS	88%
5. VIGILANTE 8	94%
6. EINHANDER	87%
7. POINT BLANK	90%
8. R-TYPE DELTA	90%
9. TIME CRISIS	90%
10. ACE COMBAT 2	84%

SPORT SIMS



1. FIFA '99	91%
2. AK'S SMASH COURT	93%
3. ISS PRO '98	92%
4. WLS '99	93%
5. TOTAL NBA '98	93%
6. KNOCKOUT KINGS	88%
7. EVERYBODY'S GOLF	85%
8. MADDEN '99	89%
9. BRIAN LARA	78%
10. COOL BOARDERS 3	84%

STRATEGY/ADVENTURE



1. METAL GEAR SOLID	97%
2. RESIDENT EVIL 2	96%
3. SYPHON FILTER	93%
4. TOMB RAIDER III	93%
5. HARD EDGE	83%
6. C&C RETALIATION	91%
7. WARZONE 2100	87%
8. KKND : KROSSFIRE	83%
9. SILENT HILL	82%
10. FINAL FANTASY VII	93%

PLAYBACK

PLAY'S TOP 10...

PUZZLE/PARTY



1. BUST-A-GROOVE	90%
2. UM JAMMER LAMMY	88%
3. MUSIC	90%
4. WORMS	92%
5. BUST-A-MOVE 4	89%
6. PUZZLE FIGHTER	90%
7. KULA WORLD	83%
8. KURUSHI	88%
9. MICRO MACHINES V3	88%
10. PARAPPA	82%

RACING GAMES



1. GRAN TURISMO	97%
2. TOCA 2	94%
3. RIDGE RACER TYPE 4	92%
4. COLIN MCRAE RALLY	93%
5. NEED FOR SPEED 3	87%
6. TOCA TOURING CAR	94%
7. RAGE RACER	94%
8. FORMULA ONE '97	90%
9. MONACO GP	88%
10. WIPEOUT 2097	93%

ALSO WORTH A LOOK...

Need For Speed: Road Challenge, Rollcage, V-Rally, Total Drivin', Rally Cross 2, Max Power Racing, Moto Racer 2, Motorhead.

PLATFORMERS



1. CRASH 3	91%
2. ABE'S EXODDUS	92%
3. SPYRO	88%
4. CROC II	84%
5. KLONOA	83%
6. GEX 3D	92%
7. ABE'S ODDYSEE	90%
8. CRASH 2	86%
9. JUMPING FLASH 2	86%
10. DRACULA X	84%

GAME TITLE		PLAY ISSUE	SCORE	WE SAY...
BLAM! Machinehead	1	12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	15	82%	Clever puzzles with rotating rooms.
Blast Radius	1-4	38	72%	To similar to Colony Wars, hand on for Vengeance!
Blasto	1	38	60%	Playable, yet simple looking platform shooter.
Blaze & Blade	1-4	42	73%	Interesting four-player RPG, but it looks dire.
Bloodlines	1-4	47	59%	A complete waste of time and effort.
Blood Omen: LOK	1	18	81%	Be a vampire – top bloody fun.
Bloody Roar	1-2	34	80%	A fine quality beat-'em-up.
Bloody Roar 2	1-2	46	82%	A great improvement and very enjoying
Bomberman World*	1-5	33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	31	81%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	1	44	68%	A hotch-potch of gaming styles thrown together...
Breath Of Fire III	1	38	80%	Enormous and absorbing, but looks dated.
Brian Lara Cricket	1-4	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	1	24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	28	90%	Beautifully intuitive point 'n' clicker.
Brunswick Pro Bowling	1-6	45	61%	An admirable effort to recreate a dull sport.
Bubble Bobble	1-2	11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4	15	69%	Passable 3-D cartoon romp.
Burning Road	1-2	12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	35	80%	Very disappointing sequel.
Bust-a-Groove	1-2	41	89%	Platform wearing party gaming!
Bust-a-Move 2	1-2	08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	30	88%	Once you pop, you can't stop!
Bust-a-Move 4	1-2	43	86%	Muddled and slightly OTT sequel
Buster Bros Collection*	1-2	22	86%	Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	41	85%	This pack features Ghost 'N' Goblins. Quite Fab!
Capcom Generations 4*	1-2	43	68%	This pack features Commando. Not really worth it!
Cardinal Syn	1-2	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	23	57%	Dull robot strategy adventure on the moon.
Casper	1	12	65%	Plain and unimaginative film game.
Cheesy	1	15	50%	It certainly is...
Chessmaster 3D	1-2	08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	1-2	49	40%	Cheap and nasty karting.
Choro Q*	1	11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	18	43%	Tedious adventure – avoid!

HEAD-TO-HEAD

PARAPPA vs UM JAMMER LAMMY

THEY MIGHT BE FRIENDS, BUT THESE TWO ARE COMPETING FOR YOUR PSX TIME!

It never sold quite like it deserved to, but *PaRappa* is due some credit as the first of these musical follow-my-leader games. Though it's not strictly fair to pit *PaRappa* and *Lammy* against each other as one is a sequel of the other, they will both be fighting for time in your PlayStation when *Lammy* comes out in September.

PaRappa is packed with memorable novelty rap songs that have a simplistic nursery-rhyme feel to them. The little puppy introduces you to different styles as he encounters each character, but there's not much room for variation when all you can do is rap. That said, his endearing lyrics are easier to remember than musical notes for the new-comer. But if you're thinking Mase or Puff Daddy, then think again.





Who's the star? A dog	A lamb Who's the star?
Weapon of choice? His voice	A guitar Weapon of choice?
Tunes Kiddies rap	Guitar pop Tunes
Pschedelica A bit mad	Friggin' bonkers Psychedelica
Challenge Middling	Professional Challenge
Replay value 4/10	9/10 Replay value
Appearance 7/10	7/10 Appearance
Hidden Extras Few	Plenty Hidden extras
Who can play? Just you	You and a mate! Who can play?
Joypad trauma Medium	Critical Joypad trauma
Simpler, but fun for party rapping	*Heaps to do and longer lasting*

This year's sequel to *PaRappa the Rapper* goes for rock guitar instead of rap, a sound which is a little less grating on the ears after repeated exposure! The versatility of the instrument makes for better variation between levels than *PaRappa*, so you get involved in many different styles which all must be mastered. Another cool thing that could only be done with guitar is the inclusion of real effects like flanger, wah-wah and harmoniser boxes. You get awarded one of these after each stage and then you can switch through them all while playing along in game – hence, greater longevity.

Also helping to boost that replay value is the out-standing two-player mode. Lammy can go up against her alter-ego or PaRappa himself in this mode, or you can team up to help each other out. This lamb's the winner!

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Circuit Breakers	1-4	●	●						●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●								18	78%	Slow moving French 3-D adventure.
Civilisation II	1	●				●			●	47	79%	Big on challenge, bad on looks.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
CLASSIC Colin McRae Rally	1-2	●			●		●		●	37	93%	Rally gaming at its best!
CLASSIC Colony Wars	1	●							●	27	92%	Gorgeous, totally playable space blasting.
CLASSIC Colony Wars: Vengeance	1	●							●	42	93%	Improves greatly on the first. An epic!
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
CLASSIC C&C: Red Alert*	1-2	●		●		●				29	90%	The last word in real-time wargames.
CLASSIC C&C: Retaliation	1-2	●		●		●				41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	●								16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	1	●				●				44	81%	Very addictive tongue-in-cheek sim game.
Contra Adventure, The*	1	●							●	42	49%	A truly bad sequel to a 16-Bit classic.
Coolboarders	1	●								16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●		●	●				●	26	81%	The definitive snowboarding game.
Coolboarders 3	1-2	●		●	●				●	42	84%	The best snowboarding game on the PlayStation!
Courier Crisis	1	●								30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●								13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●							●	29	86%	Crash returns in style!
CLASSIC Crash Bandicoot 3: Warped	1	●							●	43	91%	The best platform game on the PlayStation.
Crime Killer	1	●							●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic *Fighting Force*.
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	1	●							●	49	84%	Up there with the big boys!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	1	●								02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●								06	69%	Mediocre 3-D adventure – slow.
Dark Forces	1									17	75%	Appalling Star Wars conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●				●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	1-2	●							●	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
CLASSIC Dead Or Alive*	1-2	●							●	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	85%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●		●						01	80%	PSX showpiece and good two player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dodgy.
Devil's Dice	1-5	●	●							43	84%	Devilishly difficult, but fiendishly fun!
Diablo	1-2	●								34	74%	Fun, but repetitive arcade role player.
CLASSIC Die Hard Trilogy	1	●				●	●	●		11	92%	Utterly brilliant three film games in one.
Discworld	1	●				●				01	74%	Unfunny cartoon adventure.
Discworld II	1	●				●				28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D Doom clone.
Diver's Dream	1	●								48	76%	Just like *Tomb Raider*, only underwater!
Dodgem Arena	1-4	●		●	●				●	43	50%	Unsuccessful future sports fusion.
CLASSIC Doom	1-2			●						03	93%	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
CLASSIC Duke Nukem	1	●		●					●	29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●			●					39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	87%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
Eliminator	1	●							●	46	52%	Should turn its guns upon itself.
Erhgeiz*	1-2	●							●	45	76%	Great-looking beat-'em-up that lacks the thrills.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●								36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●								19	77%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.

PLAYBACK

PLAY'S TOP 10...

PLATINUM



1. TOMB RAIDER II	95%
2. RESIDENT EVIL	95%
3. SOUL BLADE	96%
4. TIME CRISIS	90%
5. TEKKEN 2	95%
6. TOCA	92%
7. DIE HARD TRILOGY	92%
8. TOMB RAIDER	94%
9. ISS PRO	84%
10. GTA	88%

ALSO AVAILABLE...

Wipeout 2097, Moto Racer, Total Drivin', V-Rally, Blood Omen, Ace Combat 2, FFVII, Gran Turismo, Porche Challenge, F1 '97.

BEAT-'EM-UPS



1. TEKKEN 3	97%
2. SOUL BLADE	96%
3. SF ZERO 3	93%
4. DEAD OR ALIVE	91%
5. BLOODY ROAR 2	82%
6. SF EX PLUS	91%
7. BUSHIDO BLADE	94%
8. MARVEL VS SF	84%
9. KENSEI: SF	74%
10. TEKKEN 2	95%

FIRST PERSON



1. DUKE NUKEM	90%
2. FORSAKEN	92%
3. DOOM/FINAL	82%
4. TENKA	86%
5. MECHWARRIOR 2	91%
6. EXHUMED	84%
7. ALIEN TRILOGY	91%
8. DISRUPTOR	87%
9. DOOM	93%
10. TUNNEL B1	87%

PLATINUM

THE TEST OF TIME

TOTAL DRIVIN'

REVIEWED IN PLAY 26 AVAILABLE NOW



This large and innovative racer from Eutechnyx (who more recently brought you *Max Power Racing* and are soon to strike again with a Le Mans game) certainly wooed us back in issue 26, where it took 84% from our hardened panel of judges. Now that it's about to go Platinum, *Total Drivin'* is still good fun, but the genre of driving games never sits still and there have been some total classics released since *TD* that diminish its appeal. *Colin McRae Rally*, for example, beats it hands down for heart-in-the-mouth offroad action, and it looks like *V-Rally 2* is about to do the same. *Gran Turismo* is obviously superior in many ways, as it has hundreds of real licenced cars as opposed to *TD's* many but fictional collection, and then there's *Turismo's* exquisite handling and tuning possibilities. For pure speed, we need only mention *RR4*. *TD's* had its day.

REPLAY: ★★★★★

C&C: RED ALERT

REVIEWED IN PLAY 29 AVAILABLE NOW



Well this is a turn up! Soviet bashing for under 20 notes, what a bargain. *Red Alert* is a superb single player game, with outstanding FMV. The missions are interesting and challenging, but it is in two player link-up mode that *Red Alert* really excels. You can chuck nukes at your best mate or even set dogs on him for a laugh. Warfare, however despicable in real life, has never been so much fun on the PSX.

You don't even need two copies of the game to play the link up mode! The game itself comes on two CDs, both can be loaded up separately. So if you're strapped for cash, go halves on the game with a mate and have a CD each. *Red Alert* is fantastic value for money and a hell of a lot easier than *Retaliation*. The skirmish mode provides hours of entertainment, even after the initial game has been completed.

REPLAY: ★★★★★

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Explosive Racing	1	●		●			●			25	75%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●								34	09%	Extremely crap.
Fade To Black	1	●								09	81%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●							26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●							03	81%	Unexceptional footie flannel.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
CLASSIC FIFA '99	1-8	●	●						●	42	91%	The best FIFA game ever!
FIFA: Road to World Cup 98	1-8	●	●						●	29	88%	One of the best all-round football game yet!
Fifth Element (The)	1	●							●	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	1-2	●								23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken2.
Fighting Force	1-4	●							●	27	89%	Brutally destructive two-player action.
Final Doom	1-2			●		●				13	82%	New levels, but otherwise the same.
CLASSIC Final Fantasy VII	1	●								27	93%	The final word in adventure!
CLASSIC Final Fantasy VIII*	1	●							●	47	92%	Truly astonishing, but wait for the English version.
CLASSIC Final Fantasy Tactics*	1	●								32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●								05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Fluid	1	●							●	38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●								24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●		●			●			11	84%	Exhilarating and glorious F1 sim!
CLASSIC Formula 1 '97	1-2	●			●		●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●		●		●	41	68%	Enormously disappointing – get F1 '97 instead!
Formula Karts: SE	1-2	●			●		●			28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●				●	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	1	●							●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●							27	69%	Genuinely disappointing frog-'em-up.
CLASSIC Future Cop LAPD	1-2	●			●				●	40	94%	The best isometric blaster we've ever seen!
G-Darius	1-2	●							●	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	●							●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●				10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●							●	33	89%	Compulsive & classy, the best platformer around!
Gex: Dep Cover Gecko	1	●							●	47	82%	Not quite as polished as, say, Sypro or Crash 3!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
Global Domination	1	●								46	63%	Too complicated to be fun.
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the easy side.
CLASSIC Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grand Theft Auto: London	1	●							●	49	69%	A bit Turkish delight!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to *Point Blank*.
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...
Hard Boiled	1	●								25	29%	A disastrously wasted license...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Hard Edge	1	●							●	48	83%	Provides a few new twists to the genre.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●					03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●					21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
CLASSIC ISS Pro '98*	1-2	●								38	92%	Nearly as good as the N64 version. Brilliant!
Int Track & Field	1-4	●	●							09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●								04	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●								17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2									16	47%	As much fun as genital surgery!

* Indicates an import review

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE	PLAY ISSUE	SCORE	WE SAY...
Iznogoud	1	33	34%	An exceptionally bad platformer.
Jeremy McGrath Super Cross '98	1-2	37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	28	62%	Fantastic license, disappointing game.
Jumping Flash	1	01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	08	86%	Psychedelic sequel to above (only better).
Kensei: Scared Fist	1-2	49	74%	An average fighting game.
Kick Off '97	1-2	25	68%	Doesn't do the name justice!
Kick Off World	1-4	36	77%	An average game replete with great options.
Kileak The Blood	1	01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	05	65%	The same only with a '2' at the end.
Killing Zone*	1-2	08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	24	59%	Rips off every fighting game. Still crap though.
KKND Krossfire	1-2	48	83%	Hugely enjoyable C&C clone.
Klonoa: Door to Phantomile*	1	30	83%	Fast and loveable Japanese platformer.
Knockout Kings	1-2	43	88%	Simply the best boxing game on the PlayStation!
Konami Antiques Vol. 1	1-2	31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	04	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	35	83%	Innovative puzzle fun with balls!
Kurushi	1	27	88%	Ultra high quality puzzler.
Last Report, The	1	33	27%	An utterly awful, unrewarding point and click!
Legend	1-2	41	79%	Hack 'n' Slash as it used to be.
Lemmings (Oh No...)	1-2	43	81%	Re-released mind-bending puzzler!
Libero Grande	1-2	42	67%	Interesting footie sim, but confusing to follow!
Lifeforce Tenka	1	20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	1	19	83%	Outstanding graphical adventure!
Livewire	1-2	46	63%	Fast and furious 3-D, but awkward to play.
Loaded	1-2	01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1	14	70%	Dull as dishwater platform game.
Lone Soldier	1	02	43%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2	23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	25	79%	Stunning-looking platformer, but shallow.
CLASSIC MDK	1	27	90%	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2	22	72%	Decent Paradroid-inspired shooter.
Madden '97	1-4	12	81%	Solid and playable US football sim.
Madden '98	1-8	29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	1-8	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	30	87%	A highly playable beat-'em-up.
Marvel Vs StreetFighter*	1-2	48	84%	Nice looking, but the gameplay runs away from you.
Magic Carpet	1	06	57%	Badly dated by today's standards.
Mass Destruction*	1	30	80%	Enjoyable, destructive tank romp...
Max Power Racing	1-2	45	75%	Introduces some nice new touches, but still...
Maximum Force	1-2	32	37%	Pales into insignificance beside Time Crisis!

HOTTEST GADGETS

STAR WARS EPISODE 1 TOYS

SUPPLIED BY: HASBRO **PRICE:** £9 APPROX



There's no doubt about it. Forget Furbies. Forget Tamagotchi (yeah, we know you already had). Forget videogames, even, because the hottest toys in the world at the moment (and for the foreseeable future) are the *Star Wars Episode 1* action figures, which were sneakily shipped to these shores a few weeks ago, well ahead of the official launch date.

The six inch tall toys are of the same family as the action figures all you 25+ year-old readers will remember snapping up back in 1977, but as well as boasting superior modelling and paint details, these little fellas have a brand new gimmick you could have only dreamed of 20 years ago. They talk! Thanks to the marvels of miniaturisation, each figure comes with a special electronic 'chip', and when you place your action figure on the handy 'chip' reader (which costs another £20), one of three bursts of dialogue from the film will be delivered.

Once the novelty has worn off, it must be admitted that this isn't the greatest gimmick in the world ever, but it's still pretty neat, and certainly, anticipation for these midget marvels reached such a fever pitch over in the States, that when the toy shops flung open their doors to the queues of rather, er, *mature* toy buyers, there were scenes of quite disgraceful rudeness, with shopping trolley wars, angry fisticuffs and general greed and nastiness reported across the country as feverish fans did battle with each other. Most un-Force like, to be honest, and behaviour which has been echoed over in this country, as kids (and big kids) seek to snap up those elusive Darth Maul figures. Of course, here at PLAY, we're as sad as anyone else and sure enough, we gambolled up the hill in an uncharacteristic display of physical exertion so that we, too, could feast our eyes on these highly desired play things. What can we say? They're great (our designer sobbed fat tears of joy as he clutched bundles of figures to his chest) and we're all presently thinking of excuses to tell our respective loved ones as to where the money's gone of late and what those bulges are in our pockets are.

Such undiluted joy was essential to our well being this week, however, as a dark stirring in the force has manifested itself over the Internet, where we've sadly trawled through pages and pages of *Phantom Menace* movie reviews. Despite promising to hold back reviews until the weekend of the movie's release, some of the biggest publications across America, including *Time* and *Newsweek*, printed their reactions to their exclusive preview of the world's most hyped movie (TM) and whilst a touch of hard-bitten cynicism was half expected, nothing prepared us for the drubbing that's been dished out. Let's just say, we're biting our nails...



DVD SPY

HOME CINEMA EXPOSED

Here we take a quick peek at the biggest DVD movie releases each month, especially for you crazed technophiles!

LOST IN SPACE

With these utterly gorgeous effects, scenes and sets, you'll forget the embarrassing script and rubbish cute alien pet!

DRIVE ★★★★★



ANTZ

Antz is less toddler-oriented than *A Bug's Life* and the CG creepy-crawlies look perfect on DVD's pin sharp picture.

DRIVE ★★★★★



SCREAM

Zilch special extra features, but the image is really clear and the movie itself is still a good horrifying yarn.

DRIVE ★★★★★



TOMORROW NEVER DIES

Bond's biggest ever adventure, plus Michelle Yeoh in digital perfection. Only slimey Pierce Brosnan lets it down.

DRIVE ★★★★★



HISTORY VOL II

MJ's most spectacular 'short films' are all included on this DVD, and it's got sing-along lyrics for heaven's sake!

DRIVE ★★★★★



FACE/OFF

A masterpiece of firearm glorification from Hong Kong's John Woo, but this English version has to be flipped over halfway!

DRIVE ★★★★★



DVD Review issue two on sale 24 June priced £3.95

HARDWARE

BEST PERIPHERALS

JOYPADS



1. DUAL SHOCK	SONY
2. DUAL ANALOGUE	SONY
3. ANALOGUE +	JOYTECH
4. PSX 1	LMP
5. STATION MASTER	LOGIC 3

LIGHT GUNS



1. G-CON 45	SONY
2. SCORPION	FIRE
3. ERAZER	FIRE
4. PREDATOR	LOGIC 3
5. PSX LIGHT GUN	LMP

JOYSTICKS



1. DOMINATOR	LOGIC 3
2. PRO ARCADE 2	FIRE
3. EAGLEMAX	ACT LABS
4. ARCADE STICK	NAMCO
5. PS ARCADE	INTERACT

STEERING WHEELS



1. TOP GEAR	LOGIC 3
2. DUAL FORCE	GAMESTER
3. RS RACING	ACT LABS
4. V3 WHEEL	INTERACT
5. NEGCON	NAMCO

ALSO WORTH A LOOK...

Need a memory card? We're still using the marvellous PocketStation as ours, but until it gets a solid release date, don't be cheap. Sony's cards are the most reliable, bar none.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Mechwarrior 2	1	●								19	91%	Top class big robot shoot-'em-up!
Medievil	1	●							●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●								21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●								37	35%	Painfully unplayable movie tie-in.
Metal Gear Solid	1	●							●	42	97%	The best PlayStation game ever released!
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	●	●						●	43	88%	A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	1									12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	●	●							19	92%	Blistering racing game. Fantastic!
Midnight Run	1	●								31	60%	Hum-drum racer with short-term appeal.
Monaco GP	1-4	●								48	88%	Just the tonic after F1 '98!
Monkey Hero	1-4	●								45	75%	An above average *Zelda* clone.
Monopoly	1-4	●	●			●				28	75%	A fun and faithful conversion of the original.
Monster Rancher*	1-2	●								37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●								18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●								01	81%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	●							●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●								29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2									14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●							●	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	●			●				●	40	87%	A superb sequel that's huge entertainment.
Motorhead	1-2	●			●				●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●		●			●			10	79%	Highly playable cartoon racer.
Mr Domino	1	●								37	72%	Original, but lacks a lasting challenge.
Music	1	●								41	90%	The very last word in music making!
Myst	1	●								07	68%	Humdrum static screen adventure. Sad.
N2O	1-2	●			●				●	37	70%	Frantic shooter, but gets very repetitive.
Nagano Winter Olympics*	1-4	●	●	●					●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●								29	79%	Catching up fast – best: Rolling Thunder.
Namco Museum 1*	1-2	●								04	70%	Retro collection – best: Pac-man and Galaga.
Namco Museum 2*	1-2	●								06	70%	Worse than Vol 1 – best: Xevious.
Namco Museum 3*	1-2	●								13	73%	Decent retro fix – best: Pole Position II.
Namco Museum 4	1-2	●								23	79%	Some cool games – best: Pac-land.
Nanotek Warrior*	1									22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●			15	80%	Comprehensive racing simulation – a bit jerky.
Nascar Racing '98	1-2	●			●		●		●	28	82%	The complete Nascar package.
NBA Hang Time	1-4	●	●							31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●								05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	1-2	●								15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●							01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-4	●								07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-8	●	●							16	89%	All the latest stats and players – better engine.
NBA Live '99	1-8	●	●						●	43	83%	More impressive basketball antics!

NEW ACCESSORIES

The latest batch of PlayStation accessories and add-ons reviewed and rated. This month Wild Things sent us a wheel with a hand-brake, a clear pad and a fat memory card!

SABOTAGE ICE PAD

SUPPLIED BY: WILD THINGS
PRICE: £6.99

The fragile sugar glass looks of the Sabotage Ice joypad are deceiving. You reckon you'd be left with half of it in each hand after a particularly tension-filled moment on *Tekken 3*, but as it turns out the Sabotage is uncommonly strong. A shame then that it's Start and Select buttons are so recessed you can't press them properly, and that the extra feature buttons are made from some kind of dough. The D-pad has sharp raised edges too, which punish you for letting your thumb go slightly astray.



OVERALL: ★★★★★

MONSTER 24 PAGE MEMORY CARD

SUPPLIED BY: WILD THINGS
PRICE: £TBA

This little chap gives you the equivalent storage space of 24 regular memory cards in one slightly swollen package. However, this 24 Megabytes of data is heavily compressed to fit the four Megabytes of memory inside the card, and in our experience cards which use compression are undependable devices of the Devil and we don't trust them. If you're comfortable risking all those bonus characters and secret tracks to save a few quid, at least the Monster 24 looks nice as these contraptions go.



This podgy little fella has 960 blocks!

OVERALL: ★★★★★

TURBO RACE WHEEL

SUPPLIED BY: WILD THINGS
PRICE: £64.99

It's no longer enough just to sell a PSX wheel that doesn't fall to bits, it's got to have a gimmick. The Turbo Race Wheel comes with a weird little plastic island which has a four-way gear stick and a stubby little handbrake on it. Obviously there are the usual pedals too. The wheel itself is nicely made and very adjustable, so it's down to personal taste – if you wouldn't feel like such an arse using a kiddies handbrake and gears in front of your spouse, the Race Wheel will serve you faithfully.





OVERALL: ★★★★★

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
NBA Pro '98	1-8	●	●							33	78%	Good, but not as good as the competition.
Need For Speed, The	1-2	●		●	●		●			06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●			●		●			21	85%	Rough looking, but actually more fun – long term.
Need For Speed 3, The	1-2	●			●		●		●	33	87%	Blindingly fast, but without some of the magic.
Need For Speed: RC	1-2	●			●		●		●	48	83%	The genre's starting to look crusty round the edges!
Newman Haas Racing	1-2	●			●		●		●	48	74%	Very similar to F1 '97, which is better.
NFL Blitz	1-2	●							●	42	87%	A serious *Madden* contender!
NFL Game Day	1-2	●								04	73%	American football – who cares?
NFL Xtreme	1-2	●							●	41	61%	There's nothing Xtreme about it.
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL '99	1-8	●							●	41	81%	Smooth, hard, fast and very cool
NHL Face Off	1-2	●								04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	1-8	●	●						●	32	80%	The best ice hockey game on the PlayStation.
NHL Open Ice	1-4	●	●							32	40%	Outdated and obsolete hockey for £40!
Nightmare Creatures	1	●							●	27	86%	A fantastic, full-on splatter flick!
Ninja: Shadow Of Darkness	1	●								39	78%	Looks good, but gets repetitive too soon.
Note, The	1	●								28	72%	Above average first person adventure.
Novastorm	1	●								01	38%	Contemptible FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●								26	88%	Better looking and bigger than Soviet Strike.
ODT	1	●							●	42	89%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●					02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●							09	82%	Utterly fantastic multiplayer event.
Olympic Soccer	1-2	●								09	84%	Highly playable footie game, basic graphics.
One	1	●								30	86%	The most destructive game ever!
Onside Soccer	1-2	●								12	76%	Uninspiring footie with management aspects.
Overblood	1	●								22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●						●	27	75%	Fun, repetitive and simple beat-'em-up.
Pandemonium	1									15	84%	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●								28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●				05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●								24	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	●							●	41	89%	Slick and disgusting horror adventure!
Peak Performance*	1-2	●			●		●			21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●								19	65%	Slothful 3-D adventure, lacking visual flair.
Pet In TV	1	●								40	77%	The best virtual pet in the land!
PGA Tour '96	1-8	●								02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●								13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3-D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	1									07	87%	Scrappy Doom clone, meant to be humerus.
CLASSIC Point Blank	1-2	●						●		36	90%	Addictive gun fun... and it's legal.
Pool Hustler	1-2	●							●	44	83%	Very playable, but not as authentic as *Pool Shark*.
Pool Shark	1-8	●	●			●			●	42	85%	The most realistic pool simulation on any format!
Populous : the Beginning	1	●							●	46	70%	An excellent game, marred by slowdown
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Poy Poy 2	1-4	●	●							46	69%	Been there, done it, quite liked it.
Premier Manager '98	1-4	●				●			●	36	89%	The best football management game to date.
Premier Manager '99	1-4	●				●			●	45	78%	Slightly improved, but not different enough.
Primal Rage	1-2	●								04	85%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footie. Worse than FIFA.
Pro 18 World Tour Golf	1-8	●	●						●	45	34%	Snottier than a double bogey. Avoid.
Pro Pinball: Race USA	1-2	●		●						45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	1-2	●								10	79%	Great, addictive fun, but a bit dated now.
CLASSIC Pro Pinball: Timeshock	1-2	●								34	90%	The best pinball game available for PlayStation.
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two player!
Psybadek	1	●							●	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	1	●								06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Puma Street Soccer	1-8	●	●						●	48	61%	Too limited for mass market appeal.

COIN-OPS

MONEY PUMPING ACTION

We go on location, exploring the darkest depths of frightening videogames arcades to bring you our top five coin-op favourites!

BASS FISHING

There's a rod, a retracting line and big fish made out of really good graphics. Sounds crap, but it's hugely addictive.

COINS ★★★★★



BIG BERTHA

You throw balls into Bertha's mouth. That's it. And you can see that Bertha's really just a big canvas sack. Brilliant.

COINS ★★★★★



HOUSE OF THE DEAD 2

Give this classic a new lease of life by playing as both players, so you get to use two guns at once! Top Hong Kong action!

COINS ★★★★★



THUNDER HURRICANE

However, this has taken over from *House Of The Dead 2*, simply because it's got much bigger guns. "Let's rock!"

COINS ★★★★★



FLASH BEATS

We couldn't figure out how to play this, but all were agreed it would look great in the house. Sadly, it costs about £5K.

COINS ★★★★★



HOW TO...

DEFINITIVE TIPS

COLLECT THE SECRET, WELL-HIDDEN ROCKET LAUNCHER IN...

SYPHON FILTER

Step 1 *Head towards 'The Place' restaurant, smash through the doors and head towards the storeroom with crates and bad guy lurking behind them...*



Step 2 *Once in the room, go through the window into the alley then stand on the metal box next to the gate. Look up and to the right where you'll see a box.*



Step 3 *Look above you and jump up to the small platform. Walk to the end then jump up to the pipe spanning the alley. Shuffle across to the other side.*



Step 4 *Quickly run to the box and open it up. Inside lays a grenade launcher, but grab it quickly, two bad guys will appear and shoot at you!*



Step 5 *Kill the bad guys then carry on with your mission. You've only got five grenades for it so be careful! Don't waste it like this moron!*



GAME TITLE		PLAY ISSUE	SCORE	WE SAY...
Puyo Puyo Sun*	1-2	31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	04	80%	Yet again, who cares?
CLASSIC R-Type Delta*	1	43	90%	Pure adrenaline-pumping shooting perfection!
Raiden Project, The	1-2	01	68%	Dazzling, but ultimately weak shoot-'em-up.
CLASSIC Rage Racer	1	16	90%	Super fast, varied, playable racer.
Raging Skies	1-2	12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	19	89%	First class off-road antics. Two and four player!
Rally Cross 2	1-2	45	83%	A bit of a rough looker, but it plays well enough.
Rampage World Tour	1-3	29	77%	Flawed in places, but enjoyable.
Rampage 2: Universal Tour	1-3	49	57%	Don't expect the Earth to move...
Rapid Racer	1-2	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	33	77%	Accomplished platformer, good for the kids!
Rayman	1	01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2	19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2	17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	33	68%	Easy on the eye, short-term fun.
CLASSIC Resident Evil	1	08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	27	83%	Marginally better than RE, but dated.
CLASSIC Resident Evil 2*	1	32	96%	A truly spectacular sequel and utterly terrifying!
Retro Force	1-2	46	43%	Don't even go there! A really bad shoot-'em-up.
Return Fire	1-2	07	84%	Average 3DO split screen army romp.
Revolution X	1-2	08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	01	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	04	84%	A better game, with link-up and nicer cars.
CLASSIC Ridge Racer Type 4	1-4	47	92%	Frighteningly fast arcade racing game.
Riot	1-2	18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	29	35%	Boardgame – there's no contest.
Rival Schools	1-8	44	89%	Not as fast and fluid as the Japanese version.
Road Rage	1-2	17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	36	76%	Disappointing sequel with no guts.
Robopit	1-2	12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	31	80%	Enjoyable 3-D adventure. For smash get Dash!
CLASSIC Rogue Trip	1-2	41	92%	Motoring madness with knobs on.
Rollcage	1-2	46	87%	Stomach-churning racing mayhem at its finest.
Rosco McQueen	1	26	88%	You play with fire, you get this sizzling game!
Rugrats	1	46	50%	Made for kids, but it's still rubbish.
Runabout*	1	20	77%	Highly playable racer, but way too short.
Running Wild	1	46	38%	A feeble attempt at a themed racing game.
Salamander Deluxe Pack	1-2	25	74%	Aged, but enjoyable Eighties shoot-'em-up.
CLASSIC Sampras Extreme	1-4	09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	13	62%	Should be called Samurai Slowdown!
San Fransisco Rush	1-2	41	45%	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	29	82%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	1-2	44	52%	A pointless, almost sacriligeous release.
Sentient	1	19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	39	62%	Rough-looking and very repetitive strategy game.
Shadow Master	1	29	79%	Nice try, but lacks variety...
Shellshock	1	06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	30	63%	Uninspiring, run-of-the-mill racer.
Silent Hill*	1	47	82%	Promised so much, but delivered so little.
Sim City 2000	1	12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1	10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	31	83%	Pleasurable plasticine playability.
Small Soldiers	1-2	42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	16	86%	Supremely playable, addictive cartoon tennis.
Smash Court Tennis 2*	1-4	44	82%	Entertaining, but not too dissimilar from the last!
Snow Racer	1-2	35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	20	82%	UK teams version of Olympic – very playable!
CLASSIC Soul Blade*	1-2	17	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	10	84%	Claustrophobic and intense 3DO strategy game.

GAME TITLE	PLAY ISSUE	SCORE	WE SAY...
Space Jam	1-6	21	39%	Pants cartoon basketball game, based on film.
Spawn: The Eternal	1	34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	37	25%	Total waste of Spice... cheap though!
Spider*	1	20	75%	'On rails' arachnid platformer. Can get boring.
Sports Car GT	1-2	48	71%	No thrills racer lacking any kind of sheen.
Spot Goes to Hollywood*	1	20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	1	41	88%	A polished platformer, but devoid of challenge.
Stahlfeder*	1	06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1	08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	30	74%	A great license, but somewhat wasted.
Starwinder	1	13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	30	58%	One to rent, not to buy!
Streak	1-2	42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	1-2	07	88%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	29	67%	Some stones are best left unturned!
CLASSIC Street Fighter Ex Plus	1-2	25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	12	89%	Simple, colourful graphics – total gameplay!
CLASSIC Street Fighter Zero 3*	1-2	45	93%	The best Street Fighter game ever released!
Street Racer	1-8	14	84%	Childish Mario Kart wannabe, good multi-player.
Streetsk8er	1-2	48	78%	Good for a laugh, but not challenging enough.
Strikepoint*	1-2	14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	01	73%	Extremely playable, but now extremely dated.
Suikoden	1	16	80%	Endearing and lasting Manga RPG.
CLASSIC Super Puzzle Fighter 2*	1-2	18	90%	Fan-bloody-tastic Japanese puzzler!
CLASSIC Supersonic Racers	1-8	11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	22	85%	I love the smell of napalm in the morning!
CLASSIC Syphon Filter*	1	48	93%	A vast, spawling adventure that rocks!
T'ai Fu	1	47	72%	A bored, lazy moggy of a game.
Tail Of The Sun*	1	22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	42	77%	Endearing Japanese role-playing hokum.
Tank Racer	1-2	47	79%	Crushingly good, action-packed fun...
Tekken	1-2	01	84%	Was the ultimate 3-D beat-'em-up, still decent.
CLASSIC Tekken 2*	1-2	07	95%	Ultimate 3-D beat-'em-up – essential purchase!
CLASSIC Tekken 3*	1-2	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6	18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4X4	1	42	54%	Pointless entry into a saturated market.
Test Drive 4	1-2	28	86%	Enough to blow your gasket!
Test Drive 5	1-2	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	32	88%	More fun than a hospital could ever be!
Theme Park	1	01	86%	Build your own Alton Towers – very in-depth.
Three Lions	1-2	35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1	23	62%	Decent water and aerial shoot-'em-up. Rough.
Tiger Woods '99	1-4	44	50%	Nice license, shame about the golf game!
Time Commando	1	11	78%	Restrictive, but graphically impressive adventure.
CLASSIC Time Crisis*	1	24	90%	Stupendous light gun shooting action. Top.
CLASSIC Tobal No. 1*	1-2	12	94%	Cracking high res beat-'em-up with quest mode.
CLASSIC Tobal 2*	1-2	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	20	73%	Great concept, let down by low overall speed.
Tomba*	1	31	56%	Unrewarding, dated platformer/RPG.
CLASSIC Tomb Raider	1	14	94%	Superb Indiana Jones-style 3-D adventure.
CLASSIC Tomb Raider II	1	28	95%	A fine sequel that easily surpasses the first.
CLASSIC Tomb Raider III	1	43	93%	Lara's best outing... but it's wearing a bit thin now!
Tommi Mäkinen Rally	1-2	37	39%	The turkey of rallying games!
Top Gun: Fire at Will	1	09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	02	69%	Poor third person shoot-'em-up. From 3DO.

WANTED...

WE JUST CANNOT WAIT

Those special forthcoming games that we here at PLAY want to have spinning in our PlayStations right now! No particular order, mind...

WIPEOUT 3

Wipeout, right, but with a bound-to-be brilliant two-player split-screen mode and the highest profile soundtrack ever.

HYPE ★★★★★



DINO CRISIS

After *Silent Hill*, we've decided that this dino infested nightmare will restore our faith in the survival horror genre.

HYPE ★★★★★



GRAN TURISMO 2

Ferrari and Porsche may have dropped out, but this highly anticipated motor-fest must surely turn out to be fantastic?

HYPE ★★★★★



SOUL OF THE SAMURAI

Konami's intriguing tale of blood and honour in ancient Japan should be a violent epic. Little talk of it outside Asia though.

HYPE ★★★★★



ONIMUSHA

Announced after *Soul Of The Samurai*, this is Capcom's "*Resident Evil* but with swords and that," game, which looks top.

HYPE ★★★★★



arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

HOW TO...

DEFINITIVE TIPS

LOCATE AND RETRIEVE THE HARDEST CHALICE

MEDIEVIL

Step 1 To power the harvesting machine that leads to the chalice, first collect the cog from the furthest grinding mill by leaving at the smallest exit.



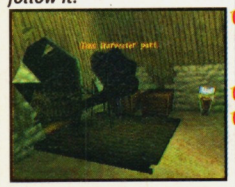
Step 2 Head back to the barn and jump between the cart and hay but don't go in the hay itself, it's deadly! Over the cart? Then enter the barn!



Step 3 Push the block next to the crates then jump up and make your way up towards the switch. Hit it then head back to the harvester near the wall.



Step 4 Use the cog on the harvester and it comes to life, smashing through the wall and cutting a path to the chalice. So now, just follow it!



Step 5 Navigate through the hay being careful not to wander into it and all of a sudden you come across the chalice, energy and gold. Hey-Presto!



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Total NBA '96	1-8	●	●							05	81%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	87%	The most advanced basketball game ever!
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	●			●		●		●	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	●		●	●		●		●	42	94%	Non-stop clutch burning bliss!
Transport Tycoon	1	●				●				24	78%	Absorbing strategy about transport networks.
Trap Runner	1-2	●			●				●	48	70%	Alright for a while, but you'll soon get bored.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
Triple Play 2000	1-2	●							●	49	91%	The best baseball game ever released!
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●					02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2	●			●					16	88%	Remarkably compelling two player blast-a-thon!
Twisted Metal 3	1-2	●			●				●	43	69%	Not nearly twisted enough!
UEFA Champions League	1-4	●							●	47	80%	Too similar to WLS '99.
Um Jammer Lammy*	1-2	●							●	49	88%	Addictive and ammusing guitar action!
Unholy War (The)	1-2	●			●				●	41	70%	Flawed, but offers pretty exciting two-player combat.
V2000	1	●							●	40	82%	Uncompromising, thinking man's shoot-'em-up.
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	●								13	79%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	84%	Frantic flying fist action in a corking sequel.
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Virtual Golf	1-4	●								09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	●				●				17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and , frankly, unplayable racer,
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
Warcraft 2: The Dark Saga	1	●								24	86%	Utterly compelling medieval strategy fest!
Wargames	1-2	●			●				●	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	●								14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●								03	68%	Distinctly average helicopter shoot-'em-up.
Warzone 2100	1	●				●			●	48	87%	Very challenging and very sharp strategy game
WCW Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Best wrestling game on PSX, until the next one.
WCW/NWO Thunder	1-2	●							●	44	85%	The best so far, but still room for improvement.
Wild 9	1	●							●	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	1	●								24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●			●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout – a stunning game.
World Cup '98	1-8	●	●						●	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	90%	Very playable, but lacking in long term challenge.
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
WWF Warzone	1-4	●	●							39	85%	The best wrestling game on the PlayStation.
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●				06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●				●				15	88%	Deeply involving underwater strategy game.
X Games Pro Boarders	1-2									45	35%	Poor quality snowboarding game.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
Xevious 3D/G*	1-2	●								23	72%	Collection of every Xevious game. Not bad.
YoYo Puzzle Park	1-2	●							●	49	87%	A worthy platformer from the golden age of 2-D!
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●		●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide 2	1-2	●								41	53%	For die-hard robot wars fans only!

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